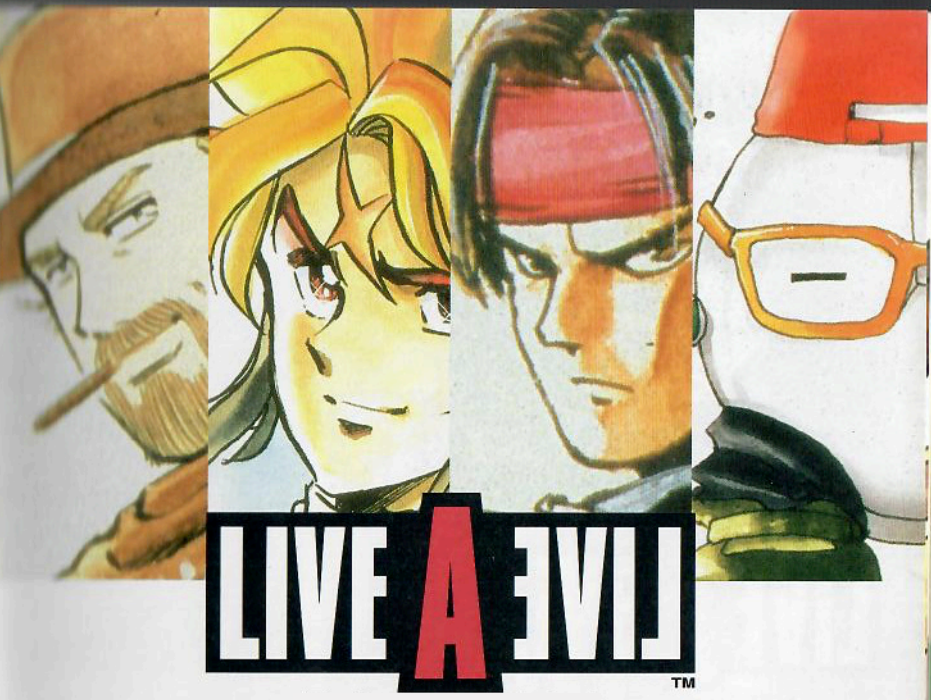
SUPER FAMICOM

LIVE A LIVE™

Live A Live

[Complete Strategy Guide]

SQUARESOFT



Live A Live

[Complete Strategy Guide]

CONTENTS

Complete Strategy Edition 3

Analysis of Handicraft Power, Part 1 4

Western Chapter 8

Near Future Chapter 20

Modern Arc 34

Sci-Fi 39

Kung Fu (The Showdown) Chapter 47

Original Chapter... 55

Bakumatsu Chapte 67

r, Medieval Chapt 79

er, Final Chapter 90

N Backside

Live A Live

[Complete Strategy Guide]

Truth Unveiling Arc... Vol. 07

Western Arc 108

Near Future Chapter 110

Modern Arc 112

SF Arc 114

Kung Fu Arc, ... 118

Original Arc, ... 120

Bakumatsu A 124

rc, Medieval 130

Arc, Final Arc 132

MULTI INDEX 140

Complete Strategy Guide

Includes strategy data to help you reach the ending, with complete coverage from the Medieval Era to the Final Chapter.

Of course, from the Wild West chapter to the Bakumatsu chapter, players are free to proceed in any order they like.

Checker Battle Analysis

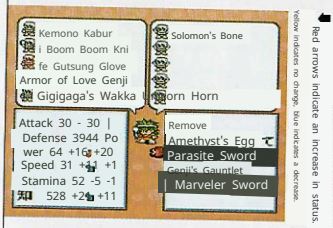
The conflict between the forces of evil and the heroes explodes in the battle scenes. To ensure you never lose, analyze the unique tactics of Checker Battle. Close the distance step by step against enemies, and deliver a righteous blow.

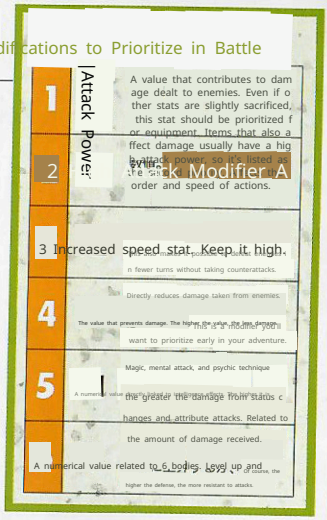
Analysis 1

Tactics Before Entering Battle: Stat Modifications to Prioritize in Battle

1. Gear Up

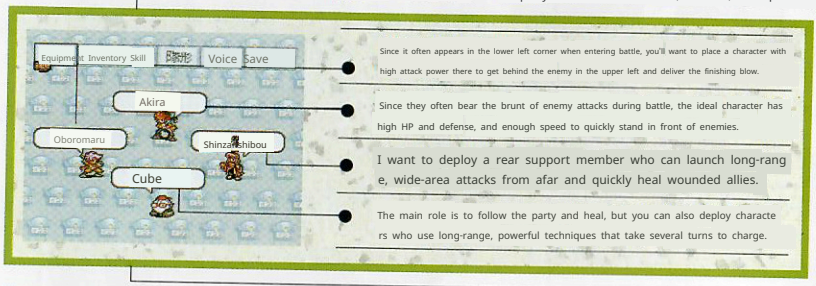
For game balance purposes, you won't struggle too much even when completely naked, but against strong enemies, it's still unreliable. Modifying your stats with weapons and armor allows you to be equal to strong enemies and even stronger against weak ones.





Form up in two formations

Formations are quite important; for example, whether a character with a powerful close-range attack is in the front or back row, the number of turns until the end of the battle changes. If you decide on each character's role in battle and then form a formation, you're sure to have a party that excels in offense, defense, and speed.

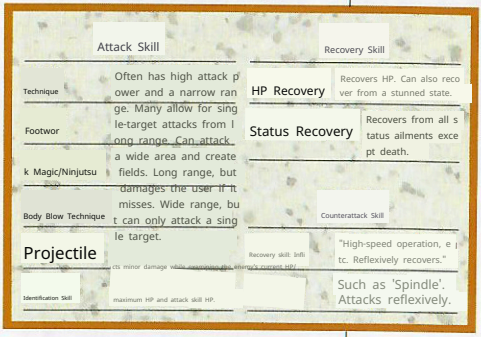


Tactical Analysis of Characters

CHAPTER 2

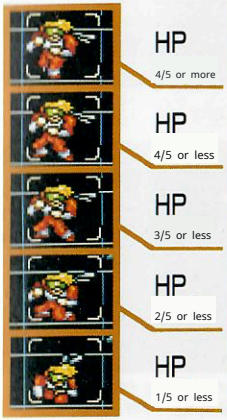
1 Understanding Skill Types and Ranges

Each character has their own set of skills. Most characters have a full range of skills, including single-target and group attacks, healing, and counterattacks. What are the characteristics of each skill? Which skill is the strongest for this character? Should they attack from the front lines or provide support from the rear? Refer to the table on the right to understand the characteristics of each skill. By doing so, you will surely develop your own unique fighting style. Also, the range of skills is displayed during battle, so you don't need to memorize it before fighting, but understanding it will definitely lead to shorter battle times. Note that more powerful skills often take more turns to execute. Think strategically before acting.



Know the status of 2 characters and the state of the field

The status of characters and special fields generated by allies' and enemies' techniques can turn the tide of battle. If there is an abnormality in a character's status, quickly You must recover with techniques or items. Also, if a special field is generated, a tactic is needed to take advantage of it and attack. See P.7 for a detailed explanation.



Analysis 3

ctics to win advantageously

1 Joint Immobilization

Example: Arm Lock (Higeno Hishou)

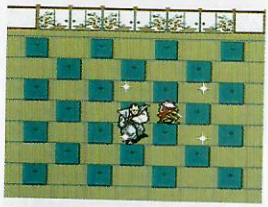
By immobilizing the enemy's hands or feet, you can restrict their attacks and movement. When applied to an enemy initiating an attack, the effect duration is slightly shorter compared to when they apply it to you, but the benefit of forcing the enemy to "skip a turn" is significant.

た ⬅ It's easy to attack the enemy. You won't be able to attack or move.

2 Attack Negation

Example: Cross Cut (Oboromaru)

Although slow in movement, it has high HP and unleashes powerful attacks. A prolonged battle is unavoidable. A technique effective against such enemies is one that changes their facing. By taking the initiative before the enemy attacks and making them face away, you can nullify one of their attacks, making it highly effective when used consecutively.



● If you continue for many turns, you can win without receiving any counterattacks.

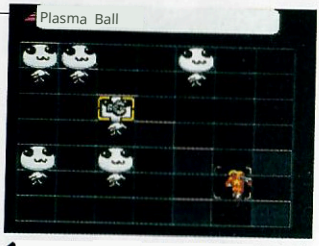
3. Get behind the enemy

Most enemy characters have a 'blind spot' where their defense is slightly weaker. Targeting this spot can inflict nearly twice the normal damage. The blind spot is usually behind them, but for enemies floating in the air, the lower half of their body may be the blind spot.

⬆ The bigger the enemy, the bigger their blind spots.

4 Lure them into your attack range

Enemies will approach you if you repeatedly use the 'Pass' command or make unnecessary movements. Use this to lure enemies into your skill's attack range. Unlike approaching them directly, the enemy will act second, so if the timing is right, you can defeat them before they attack.



⬆ Since Heading Birds move around a lot, it's easier to draw them into your attack range compared to other enemies.

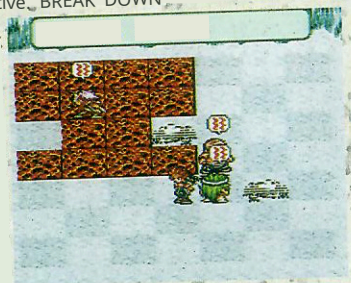
5 BREAK DOWN + Enemy Camp Destruction

Some enemies are grouped into l eaders and minions. With this type, defeating the leader will automatic ally eliminate any remaining minion s. This is BREAK DOWN. A viable ta ctic is to defeat one of the minions surrounding you, advance to the le ader in the back, defeat them, and destroy the enemy camp.

The battle with the Crusaders in the Near Future chapter Requires BREAK DOWN + Enemy Line Break.

Enemies defeated via BREAK DO WN do not drop items.

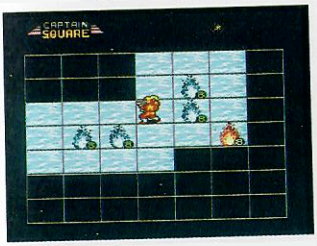
Minion-type enemies, when defeated norm ally, can allow you to learn Ninjutsu or obt ain robot items called "Enhancement Parts." However, defeating them via BREAK DOW N negates all these benefits. How you defe at them depends on the player's objective. BREAK DOWN-



...happens often. It's worth fighting even if it's a hassle. You can get two "Enhancement Parts" a t once by defeating Pisachos normally.

6 Utilizing Special Fields

Using specific attribute technique s creates special fields on the battl e screen. While you also take dam age from fire or water attributes, you can lure enemies into the fiel d to damage them. Remember thi s, as some enemies are difficult to defeat without using this method.



Fire can be quite difficult to defeat u nless you lure it into Water's water field.

7 Observing Enemy Attack Range

Even if you understand the range of y our party character's skills, you'll suffer a major blow if you don't understand th e range of the enemy's skills. Once you' ve been attacked, roughly remember the range of that skill and try to avoid gett ing close to it afterward. Pay particular attention to vertical and diagonal lin es. (Example: Raging Flying Dragon Kick)

Odiwan Lee's attack range has a blank spa ce right in close. Jump in and aim for it.

Western Arc

Set in a town infested with wanderers, hi-

An era when people were desperately t
rying to cultivate new lands. Lawless.

A battle was about to begin.

The American Wild West

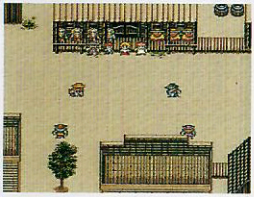
One day...

A sheriff walks into a rundown saloon. "Master, put this up." " Oh brother, as if those guys wer en't enough trouble already..." th e master mutters. The wanted p oster depicted a man.

The man's name is

These two are

Mad challenges Sun down to a duel, but f ails to defeat him, an d Sundown escapes.



They teamed up by chance

Duel in Town Again 2

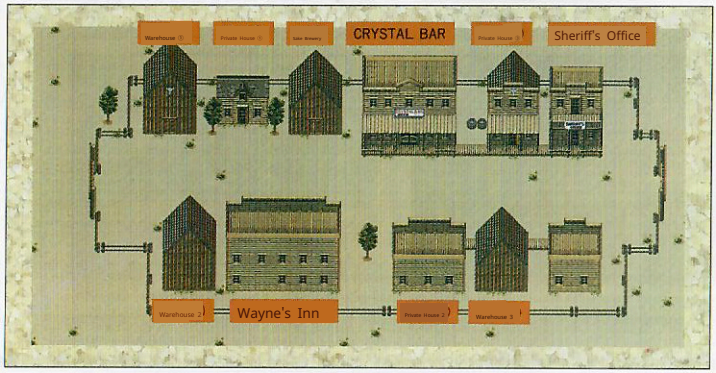
A hotshot bounty hunter aiming fo r sundown, Mad Dog, decides to fight them.

people. But they are interrupted by the Crazy Bunch's attack,

and are interrupted by the Crazy Bunch's attack.

the Crazy Bunch. To defeat

Ksez Town



Crazy Bunch

Annihilation Operation

Subdue 15 Roughnecks

Work with the townspeople to trap the Crazy Bunch

Even for these two, facing a cr azy bunch of 15 people is a tough battle. Therefore, they seek the co operation of the townspeople.

They will create traps to eli minate as many enemies as possible. The time limit is until the town bell rings eig ht times tomorrow morni ng.3

1 Gather materials

Besides things that can be used fo r traps, weapons are also hidden.

Set up 2 traps

Entrusting the task to a capable person is the key to a successful operation.

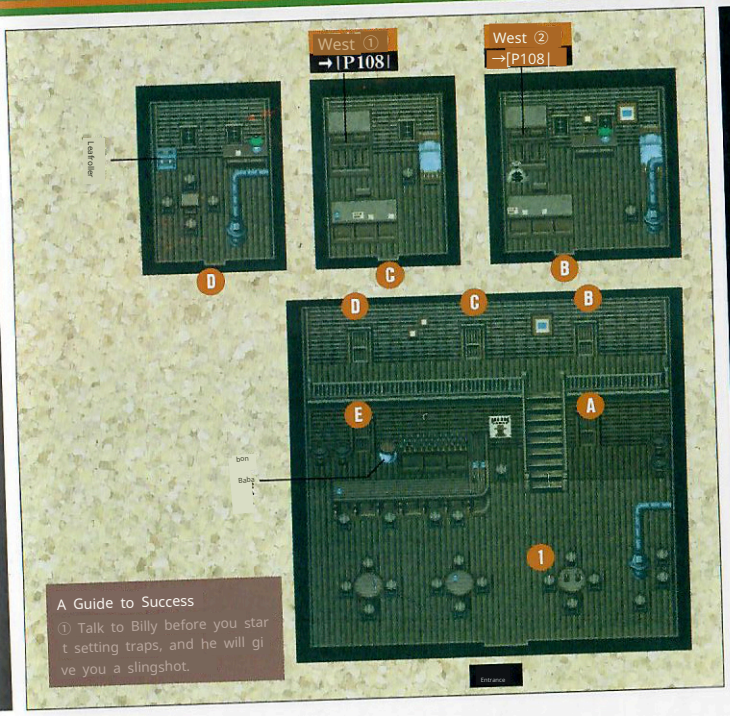
Reduce the number of enemies

As you can see, if the trap is successful, you can reduce the number of enemies.

GETTING READY TO FIGHT Prepare for Battle. Before fighting, l ook for things that can be used for traps.

CRYSTAL BAR

It is also an important location as a search area. It serves a s a base of operations and for searching for items.



A Guide to Success

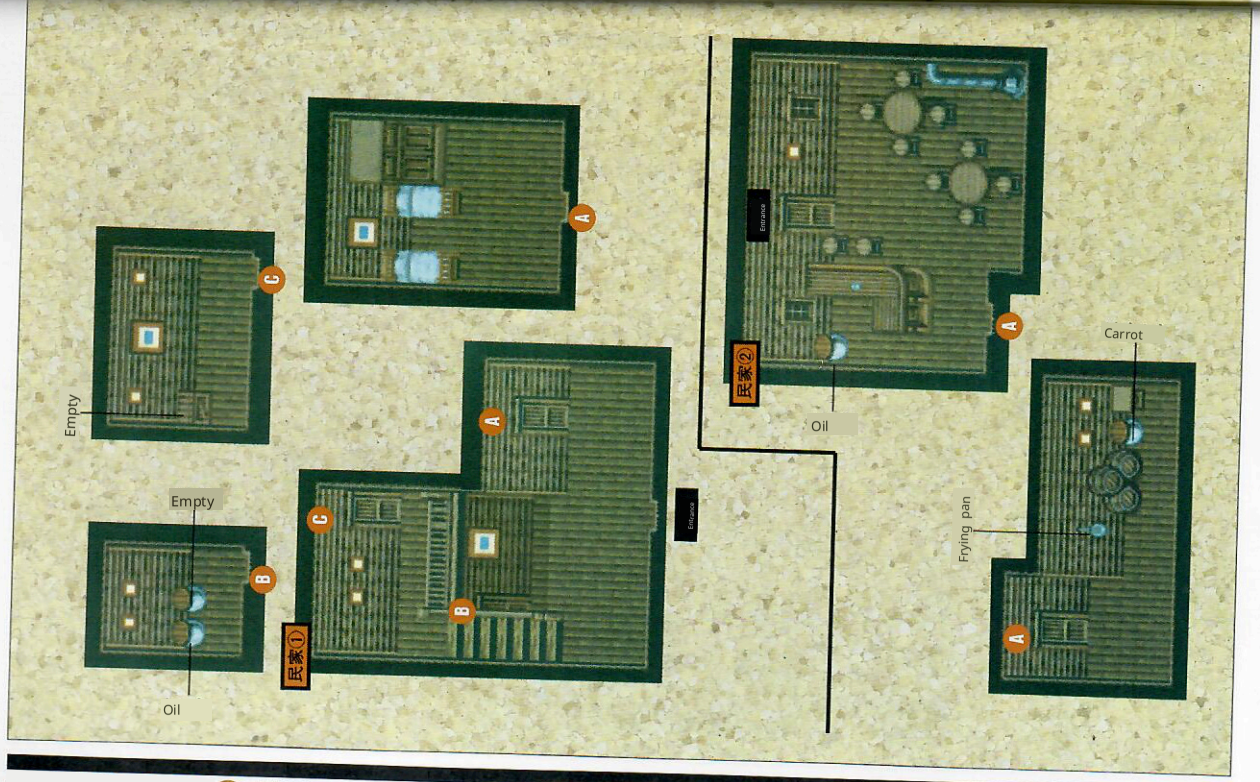
① Talk to Billy before you star t setting traps, and he will gi ve you a slingshot.

CRYSTAL BAR

"Bourbon Empty"
Tequila
A
Oil Empty
Bourbon
2 F
E
F
Jacket
Oil
Empty bottle
Guide to Success ②: In
vestigate here to discover an entra
nce behind the dresser. Be careful,
と you can only enter once.

Buntline
A
Empty
入口
A
Empty
Dynamite
Leafroller
To the veranda

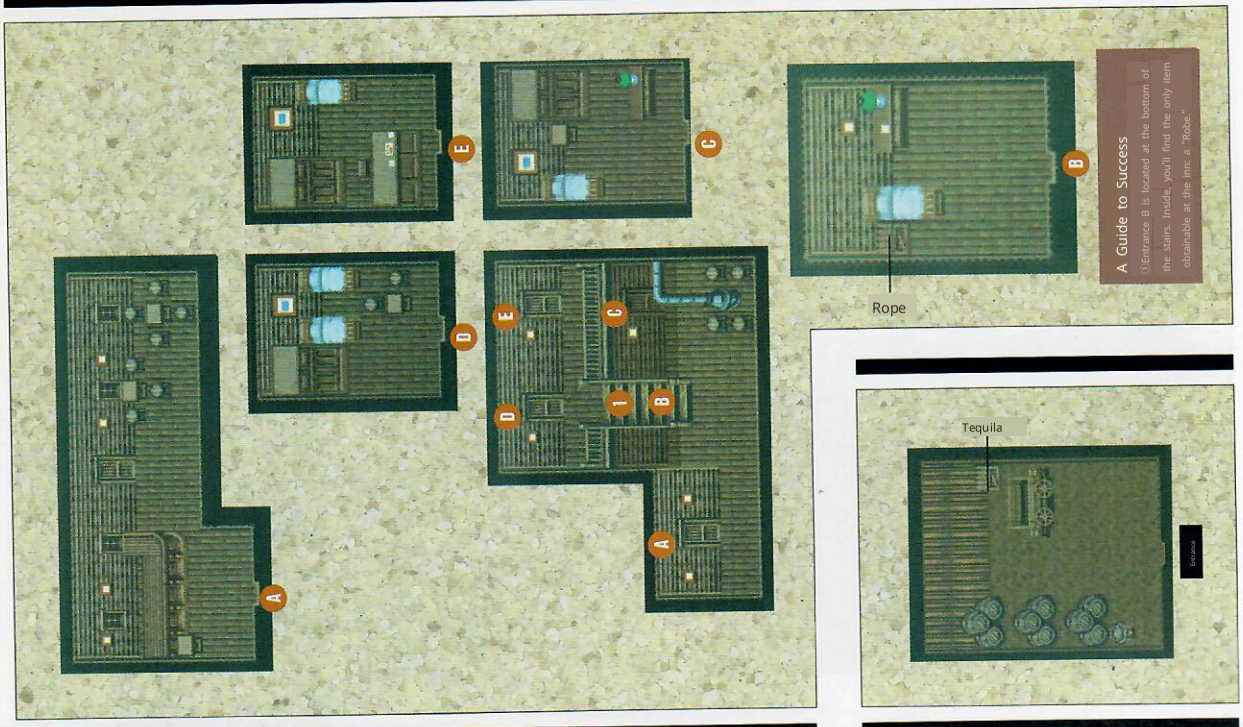
Warehouse ① The tools in warehouse 23 are mostly related to horses. Horse it's the perfect trap material for enemies riding on it.



Private House ① 23

There are not many items in private houses, and they are large. Use the map to avoid wasting time.

Bourbon
C
B
民家③
B
C
A
D
入口
Empty bottle
A
Leadroller
D
民家④
Entrance
A
A
Empty bottle



Wine cellar?

The Crystal Bar's liquor cellar. Obtainable items are commensurate with its status.

ITEMS

Item Showcase

There are many rooms in a large house. However, only a few things can be used for traps.

Items usable for traps...

Carrot

■ Distracts horses, causing enemies to fall. Only one trap will be effective, even if multiple are set. Acquisition locations:

Warehouse ① x2, Warehouse ②, Private House ②.

Coal Tar

Because it is oil, horses will be immobilized. Spreading it outside the town can delay the attack. Acquisition location:

Warehouse 1. A large amount is stored in barrels. Empty bottle.

It cannot be used on its own unless combined with "Oil" to create a "Molotov Cocktail." Acquisition location:

Crystal Bar. Private house 3. Private house 4.

Horse Dung

Use by placing it in a pitfall. However, it is necessary to dig a hole with a "Shovel" beforehand. Acquisition location:

Warehouse ②. Buried in a pile of horse feed.

Frying Pan

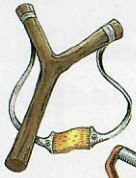
An iron cooking utensil. It has a handle, making it very easy to throw. A tool exclusively for Annie. Location of acquisition:

Private house ②. It is hanging on the wall in the back room.

Slingshot

■ Billy is the only one who can skillfully use this tool as a trap. Acquisition location:

Crystal Bar. (See P.97①)



Shovel

■ Used to create pitfalls in the ground. It's hard work, so it's not really suitable for women. Location of acquisition:

Warehouse ③. It can be obtained by examining the cart.

Rope

Quite long, capable of tripping several horses at once, causing enemies to fall from their mounts. Location Acquired

Wayne's Inn. (See ① on P.14)

Oil

Combines with "Empty Bottle" to create a "Molotov Cocktail." Takes some time to produce. Location of acquisition:

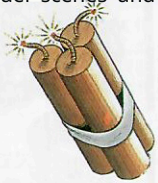
Crystal Bar. Private House ①, Private House ②.

Items usable in both duel scenes and traps...

Dynamite

■ An item boasting immense destructive power. When used in a duel scene, it engulfs the enemy in "crimson flames." When used as a trap, it can eliminate 4 enemies. Acquisition location:

Sheriff's Office. Perhaps a necessary weapon to maintain peace in the town.



Molotov Cocktail

■ A total of 3 can be made, but with traps and

Only one can be set. It is best to use the remaining two "Molotov cocktails" in the duel scene. Acquisition location:

Mad makes it when oil and empty bottles are available.

Weapons, armor, and recovery items -

Peacemaker

■ Attack + 18, Speed +8. Favored by Sundown and can be equipped on the left hand.

Location Acquired

Sheriff's Office. IF's Located on a shelf.

Buntline

Attack +14, Speed +12. A lengthened barrel of the "Peacemaker." Attack power is slightly lower. Location:

Sheriff's Office. Located on a shelf on the 2nd floor.

Jacket: Defense +8, Intelligence +4. A

A supreme jacket made by layering many pieces of leather. Location:

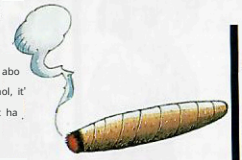
Crystal Bar. (See ② on P.10)

Leafroller

Taking a dose restores about 200 HP. Unlike alcohol, it's convenient because it has no side effects.

Location Acquired

Crystal Bar. Private house ③. Sheriff's office.



Drinking bourbon slightly restores HP. Due to the intoxication, you can only use single shots. Acquisition locations:

Crystal Bar x2.

Private House ③

Tequila

Restores HP to yourself and those around you. Like "Bourbon," it will make you drunk. Location:

Crystal Bar. Sake brewery.

MIDNIGHT OPERATION: A Midnight Operation. As time passes, the battle of the townspeople begins now.

~Settlement~

People Living in Success Town

Sheriff

Ability☆☆☆☆☆

Billy's father and the sheriff who protects Success Town. To maintain the town's peace, he tries not to provoke the Crazy Bunch, which leads Billy to call him a coward. He's quick at setting traps and is one of the most reliable.

Annie

Ability☆☆☆☆☆

A strong-willed woman and the Master's sister. Without her, this operation wouldn't have been possible. She's reasonably competent at her job, but as a woman, she's not good at physical labor. The "frying pan" located in the private house ② (see P.12) can only be wielded by Annie.

A triple-star master ability. He is the owner of the Crystal Bar and Annie's brother. Recently, he's been smitten with a certain woman and even has a poster of her, apparently. He's not very strong, so he's not good at physical labor. Also, if you talk to him when you want to advance time, he can help you kill time.

Billy

Ability☆

Even a boy like this is indispensable to the operation. Although Billy is a child, he is slow at his work. I wouldn't normally entrust him with tasks, but the 'Pachinko' that only Billy can use is an exception. It takes time to set up, so依頼しよう request it as soon as you get it.

Gemma

Ability★☆☆☆☆☆

Among the four young people, he has the highest ability and is quick at his work. He is an indispensable member to destroy the Crazy Bunch. Let him mainly handle important tasks with high difficulty, such as "Shovel" for physical labor and "Dynamite."

Clint's ability: ☆★. He's slightly more useful than Caesar, but still, he'll probably just have to wait at the Crystal Bar as an emergency resource. However, even someone with low ability can handle items like 'Carrot' without any problems.

Wayne

Ability☆☆☆☆

The owner of the large inn built across from the Crystal Bar. He's a slightly pathetic man, who's always under his wife's thumb, but his work abilities are decent. He doesn't get much screen time except when there's no time to set traps and it's too late.

Caesar

Ability☆

Among the four young people, Caesar has the lowest ability. This timid person is always trembling and doesn't seem reliable, and in fact, he isn't. Therefore, unless there's really no time, I probably won't assign him any work or expect him to play an active role.

Operation Start!

1. Time Limit: The clock ticks even if you're just standing around doing nothing in the game. It's crucial to follow the rules for success outlined below. To pause time, simply bring up the menu screen with the X button.

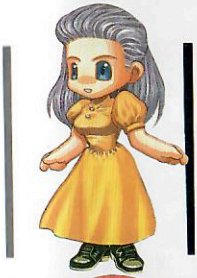
Iron Rules for Victory!

●Always dash when moving! ●Don't open empty boxes. Don't open

2 Don't Miss Valuable Materials

If you're not careful, there are a few items you won't be able to get later. First, the 'Slingshot' (see P.①). Next, the items inside the hidden room in the tavern (see P.10②).

This room contains "Flame B
There are materials to make "N



Mrs. Wayne

Ability ●☆☆☆☆

The wife of Wayne, the innkeeper. She is more capable than her husband, thanks to her natural strength and efficiency. However, she is not good at tasks that require strength, such as using a 'shovel'. She is an important member related to the success of the operation.

Delos

Ability ☆

One of the traveling performers. When setting traps, she sings, "I'm not doing anything~♪ Just kidding~♪" but often really does nothing. If she finishes a job and returns incredibly quickly, it's proof she did nothing. Be careful.

Sancho & Pancho Ability: ☆☆☆☆☆

Unlike Delos, Sancho and Pancho do their jobs properly. It seems like it's been a while since they held something other than a guitar, so they are slow at their work. If you absolutely have to ask, have Sancho set the traps. Basically, there's no need to entrust them with work.

3 Request someone with high ability!

Gather a lot of materials and have them set up all at once.

Collect materials in batches of 3 or 4, little by little.

Let's have them set traps. There are 174 people to request. Once the requests are made, go out to search for materials again, and when you come back with them, 4 people will have finished setting the traps. If you repeat this, you should be able to keep up. Also, consider individual characteristics when assigning trap setting. There are traps specifically for the 4 people with high talent, and 2 people.

Sheriff
Annie
Annie
Billy
Gemma
Mrs. Wayne

Iron Rules for Victory!

●Don't set all the traps at once; set them while searching. ●Only request those with high ability.

GUN FIGHT AT THE DAWN

Duel at Dawn

As dawn breaks, the thunder of hooves echoes. The time for the final battle has come.

Lawless gang of the plains

Crazy Bunch

The Crazy Bunch is a vicious group of criminals. There's absolutely no room for mercy. It was formed around Dio, the sole survivor of the 7th Cavalry, and a collection of thugs. They number 15 in total. The actual number you'll fight will be less, after subtracting those caught in traps.

Pike Brothers

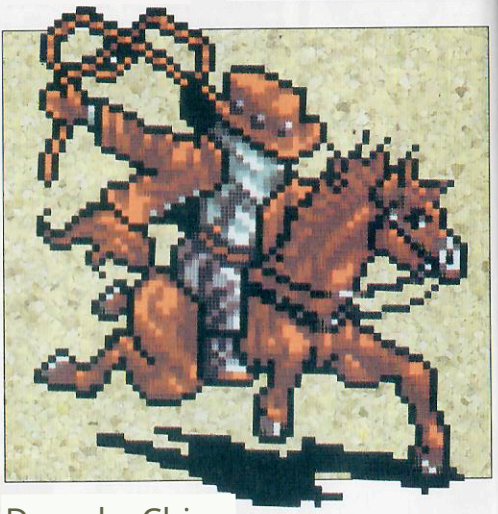
LV●10 HP●224

Men who have sworn brotherhood with Pike, totaling six. They are the lowest-ranked members of the Crazy Bunch. ● Winchester / High-power long-range attack ● Lasso / Intimidation attack for close-range use, wide area of effect. No damage ● Charge Trumpet / Heals HP for self and surrounding allies

Dutton Brothers

LV●5 HP●256

Six men armed with rifles. They launch diverse attacks and frequently counterattack our attacks. ●Revolver Shot / High-power attack ●Intimidation Shot / Attack that can target a wide area ●Molotov Cocktail / Close-range attack ●Charge Trumpet / Healing technique. Same as Pike's technique.



Duo de Chico

LV●8 HP●320

Rides a wild horse and manipulates ropes with complete freedom. One of only two people, and the next most skilled after Dio. ●Stomping Close-Range Attack: Attacks with hooves● Dragging with Horse / Close-Range Attack; Rear Leg Kick: Kicks up with powerful leg strength; Winchester / Only Long-Range Attack: Same technique as Pike

The Strongest Brute

0-Dio

LV●8 HP●704

● The boss who leads the Crazy Bunch. Overwhelms the player with powerful techniques. ● Gatling Gun / Long Range: Super destructive power. ● Intimidation Shot / Wide-range attack, not very powerful. ● Flame Pin / Short-range attack. Charge Trumpet / A technique that restores health centered on the user.

Final Battle ~Conclusion~

List of Used Techniques

●Single Shot/Firing ●Double Shot/2 Consecutive Shots ●Hollow Point Bullet/Explosive Bullet ●Piercing Bullet/Penetrating Bullet ●Multi-Counter/Counter Mad Dog's Used Techniques

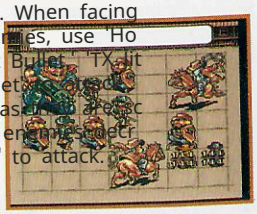
●TX Jitterbug/Rotary Shot

● Sidewinder/Sniper Light

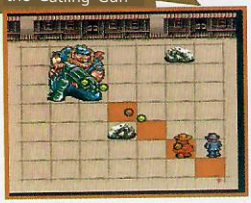
●ning Shot/Electric Bullet

"Single Shot" is a shared technique between the two characters. Mad can, of course, also use it.

Adapt your fighting style based on the number of survivors. When facing a large number of enemies, use 'Hosan Sundown Low Point Bullet,' 'TX Jitterbug,' or 'Piercing Bullet.' Conserve healing items as much as possible. As the number of enemies decreases, use 'Double Shot' to attack.



Terror!
Overwhelming Power of the Gatling Gun



Dio's Gatling Gun inflicts a massive 999 damage with a single hit, resulting in instant death.

Moreover, if you take another hit, you'll be destroyed and unable to revive. The trajectory of the Gatling gun is as shown in the photo on the left. It's important to move carefully to avoid entering its range.

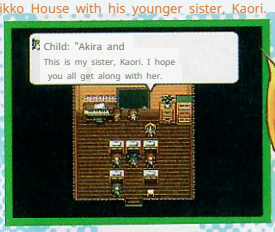
Near Future Chapter

"Fluidity"

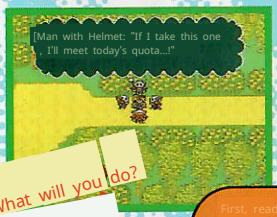
A world set slightly in the future. A fierce battle begins over a secret weapon developed by the army!!

Lost his father and went to Chibikko House with his younger sister, Kaori.

Akira's father, who was the captain of the riot police, was killed by the Crusaders. Akira, who was entrusted to Chibikko House with his younger sister, awakened to a superpower that allowed him to read people's minds!!



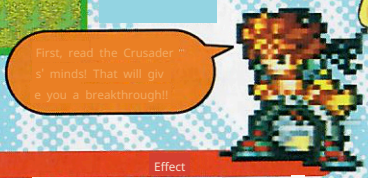
*A mysterious monster suddenly attacks!!



Akira wakes up from a nap in the park. As he tries to leave the park, he is suddenly surrounded by mysterious monsters. They are members of the Crusaders, who have been causing trouble in town recently. He has no chance of winning against 4 opponents!!

What will you do?

Akira! Available Techniques!



Mastery LV	Skill Name	Effect
0	Low Kick	Delivers a powerful kick to the enemy's shin. Attacks with a
1	Elbow	n elbow from close range to inflict damage. Shows the ene
2	Mother Image Athl	my an image of their mother, causing them to lose their wil
3	ete Image Self-He	l to fight. Sends positive thoughts, making the enemy turn a
4	al	way. Can restore HP for oneself alone.
5	Heaven Image	Make you feel like you're in heaven and put your enemies
6	Heel Touch	to sleep. Restore HP to allies one square away.
7	Heal Image	Send mental thoughts to lower the enem
8	Holy Ghost 9 Frame I	y's level. Counterattack against close-rang
mage 10	Holy Blow	e enemies. Damage mid-range enemies w
		ith fire. Paralyze enemies at medium ran
11	Freeze Image	ge. Release cold air to freeze and damag
13	Shadow Image	e enemies. Defeat enemies with images t
15		hat negatively affect their minds.

Holy Image Inflicts Stone, Drunk, Sleep, Paralysis, and Poison damage, sealing arm and leg techniques...

Reading people's minds,
Moving objects with psychic power,
A psychic boy,
Akira!!

DATA Initial HP 120 Initial LV/4

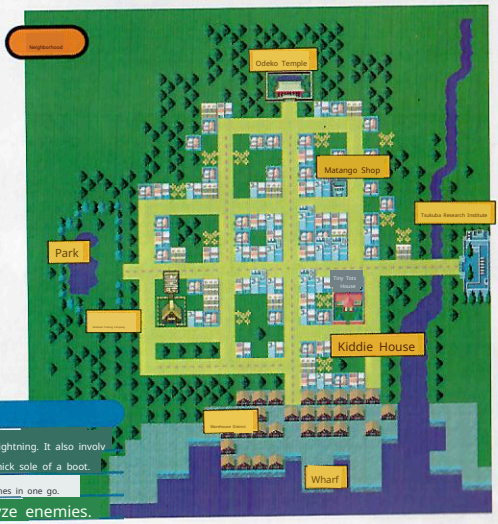
Harley-riding man appears to save Akira from danger!

Rescuing him from danger was Muhomatsu, who runs a taiyaki shop in the park!! His techniques are simple, but his power is immense! Muhomatsu is superhumanly strong!!

Battle map start

Impossible is not hing in my dictionary! A Showa-era man.

Muhomatsu Appears!! DATA



Initial HP 120

Usable Skill Initial LV/8

Skill Name	Effect
Lightning Upper	A technique that slams a fist with the speed of lightning. It also involv
Gutsy Kick	es stomping on the enemy with the thick sole of a boot.
Fists of Fury	A special move that delivers multiple punches in one go.
Heavy Blow	Can strangle and paralyze enemies.

Crusaders

Recrusader

A low-ran king combatant of the HP/10 Cr usaders. Always accompanied b y many underlings.

Radio Control No. 1 HP/32 BREAK DOWN Minion Machin e No. 1. They surround you i n groups and launch a conce ntrated attack.

Radio Control No. 2

HP/26 BREAK DOWN Uses a n "Explosion" attack to turn t he area around itself into a flame field.

Lariat No. 1

HP/72 BREAK DOWN Spinnin g Attack "Lari La Lariat" deal s massive damage to surrou nding enemies.

Crusader RS

HP/24

Takes position behind minions, I'll attack by throwing Molotov cocktails and poison.

A fighting construction machine. Its spe cial move is the "Cement Attack," which turns targets into stone.

Bull Komatsu No. 1

HP/288 BREAK DOWN

Kyokushin No. 1

HP/120 BREAK DOWN Excels at kicks. Getting close will res ult in massive damage from t he 'Bull Killer'.

Lariat No. 2 HP/104 BRE AK DOWN A stronger ve rsion of "Lari Lari Lariat". Its special move is "Dor ya Lariat."

Lariat No. 3 HP/128 BREAK D OWN Inherited the techniques of Nos. 1 and 2, the stronge st Lariat-class attack with high attack power.

Hebel No. 1

HP/144 BREAK DOWN Immune to punch and kick attacks, a hig hly defensive enemy. Defeat it wi th psychic powers.

Kyokushin No. 2 HP/ 128 BREAK DOWN

The 'Willy Kick' and 'Flying K ick' are powerful. Attack at close range.

全怪人百科

Crusader Leader

HP/160 The strongest of the Crusaders . Excels in close combat and has high defense.

Saigo 1 HP/176 BREAK DOWN Excels at psychic techniques. Uses "Psycho Beta" to put targets to sleep.

Black Suit

HP/70

Works at the Tsukuba Research Institute. Known for swift movements and skill in taking down targets.

Doberman 1 HP/224 BREAK DOWN Attacks with sharp fangs. Has high HP, so attack with psychic abilities from mid-range.

Guardman

HP/60

Tsukuba Research Institute's exclusive guard, ine[illegible] experienced in actual combat and [illegible] weak.

General

HP/496

Pummel with a blunt weapon . Despite the name, he's a strong and [illegible] cowardly guy.

Liquid Human W1

HP/992

A liquid human robot of unparalleled power, secretly developed at the Tsukuba Research Institute.

Shoden HP/112: The army's latest fighter plane. It's a kamikaze fighter that performs 'body-ramming' attacks on the enemy.

Dodon

HP/896

A flying weapon equipped with a maser cannon and flamethrower. Due to its large size, its movements are slow.

Type 93 Medium Tank

HP/128

The army's main battle tank. The shells fired from its main gun can shatter iron plates 3 meters thick.

Tarokichi is back, powered up!

Its name is Liquid Android

Taro

Taro is born!!

Tarokichi was saved from near death by Tohei's invention. He will fight the Crusaders as Akira's powerful helper! Excels at attacking from a distance.

Excels at attacking from a distance.

DATA

Initial HP/120
Initial LV/5

Taro Punch!

Knock the enemies away!

Near Future 3
→ [P111]

Kiddie House

Item

① Principal's pants
② Shampoo hat
Hat

I'm a genius scientist, Eagle!

It's Tohei!!

He's a reliable scientis
ading Company t Tohei
ere to be found. If yo in front of the toi
let and read his mind will come out. Fre
r reviving the taro, h dify ite u
. He can even modify
iyaki shop job. Howev the Tsuk
uba Laboratory, he will no longer be able to m
odify items.

Near future ①
→[P110]

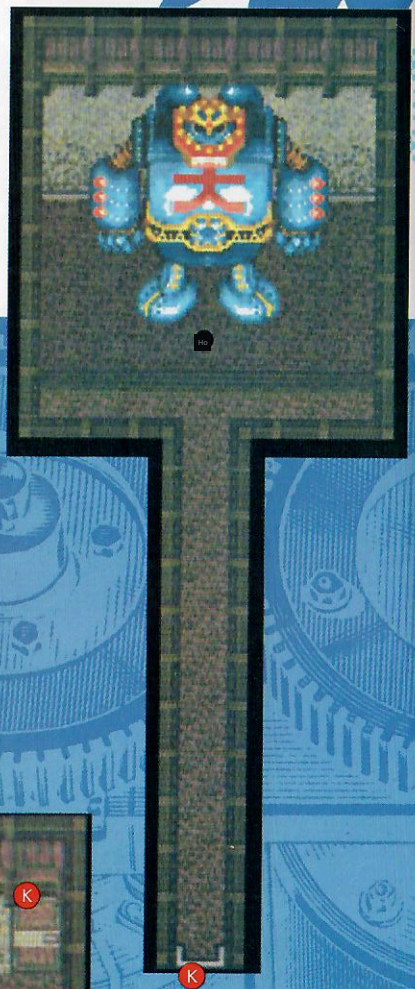
Pink Elephant, Tin Rate Great King
① books
Washroom
Xylophone
② Toilet seat
Blue mask

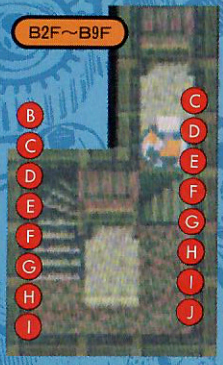
A mysterious robot towering in the basement

Tinplate King

Will the Tin Tyrant move!?

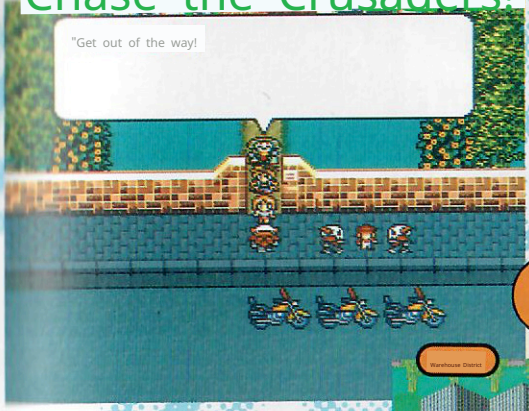
After making Taroimo your ally, go to K otobuki Trading. A staircase will have appe ared at the 'B' location of BIF (P.25). Go d own to BIOF and talk to Tohei to ride the Tin Tyrant. Talk to the items in the ord er of Iroha F, go to 'Bo' in BIOF, return to 1F, wash your hands at 'De', and then go to 'To'. All the cockpit switches are duds, a nd the Tin Tyrant won't move.





Kazu has been kidnapped!

Chase the Crusaders!

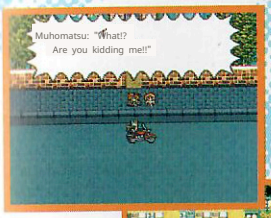


A brazen act in broad daylight!

If you return to the Tiny Tot House without moving the Tin Tyrant, an event will begin where Kaz is kidnapped by the Crusaders. However, this event will not occur until you receive "Myoko's Panties" from Watanabe. "Myoko's Panties" are obtained when Watanabe brings them after you talk to him while he is napping and then sit on the toilet seat in the restroom.

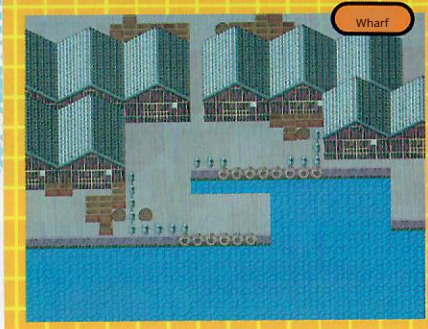
Don't lose to Muhomatsu!

When you go outside hearing Taeko's scream, Kazu is being held by the Crusaders. Reading Taeko's mind, you start a battle with the Crusaders. There are only 4 low-ranking Crusaders, so it should be an easy win. After winning the battle, the Crusaders run away. Then, Muhomatsu appears! He chases after them alone, so hurry and follow him!!



Leave it to me!

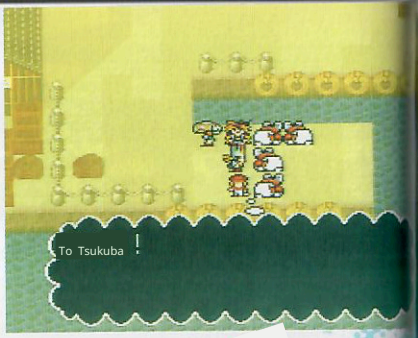
I'm going too!!



The evil den

Let's head to the Tsukuba Research Institute!

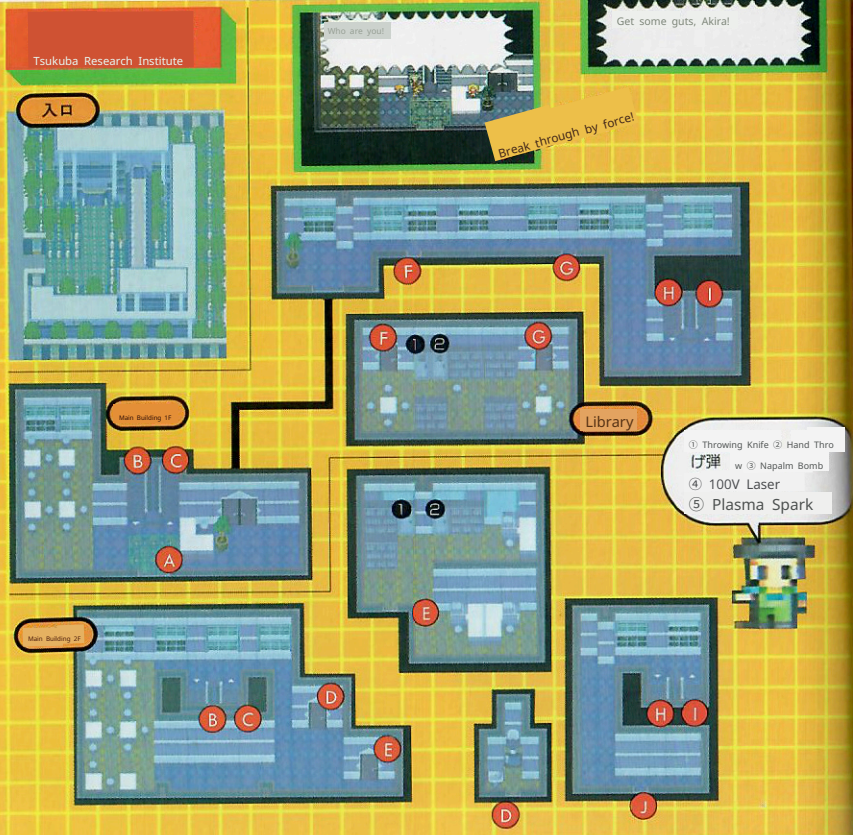
Let's go!



The mastermind is the army!?

After rescuing Kaz, let's return to the Children's House and talk to Kaori. If you read her mind, you'll find out that Muhoumatsu went to the Tsukuba Research Institute.

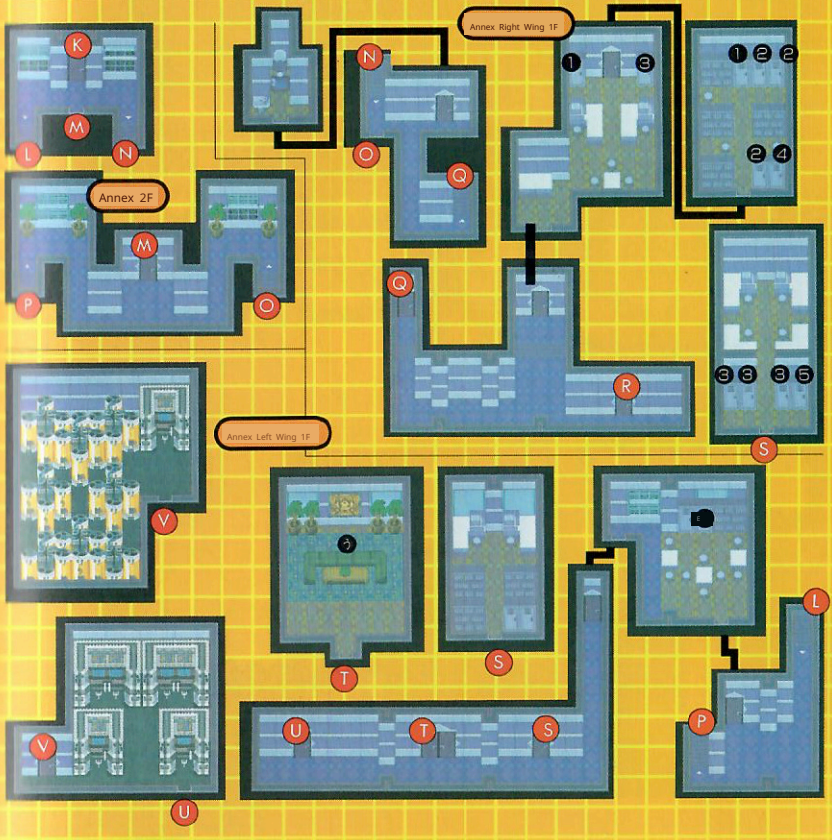
You can't enter the Tsukuba Laboratory unless you can read Ori's mind. The enemies inside the laboratory are strong, so it's better to raise your level to about 1 in the town's battles before challenging them.



Watanabe's father!?

The Army's secret weapon appears!!

Reunite with Akai in Muhoumatsu. Talking to Army General Yamazaki in ⑤ will trigger a battle with Liquid Humanoid WI. It's a formidable enemy with immense attack power, but victory is easily achieved by skillfully attacking its weak spot, the back.



Jomjom Bullet, can be fired in rapid s uccession with high mental strength

Turns mental strength into a giant bomb to defeat ene mies!! Energy output / 180, 000 diodes, rapid-fir e rate 1~10 shots
Activation time / 0
Output level / 6

Giant Fist Punch

Metal Hit

Crush the enemy with a steel fist.
Emitted energy/ 620,000 diodes
Number of shots in succession: 1-4
Activation time / 0
Output level/1
*Cannot be used when the arm is damaged.

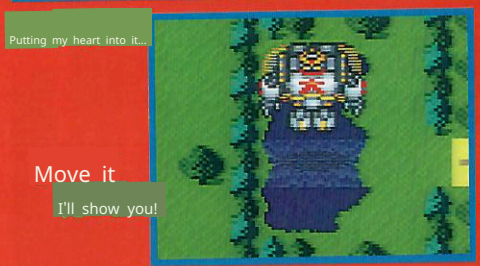
Overall length 19 me ters, overall width 13 meters, weight 14.3 56 tons, origin: Ancie nt Babylonia, power source: mental energ y, weakness: none.

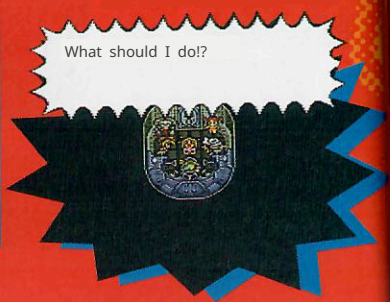
Ancient Babylonアの魔神

Tin Great King, launch!!

Muhomatsu's gamble

The group gathers at the Kidd ie House after returning from th e laboratory. They discuss ho w to move the Tin Tyrant. Muho matsu makes a bold declaration and rushes out, but fails. and is always hanging out at the Matango shop. After talki ng and going outside, the Litt le House is on fire!! Jump int o the fire to save Kaori!! Sear ch all the rooms, and the fire in front of the children's roo m will go out. Kaori is there!





This is perfect f
or small items!!

Haloge n Laser

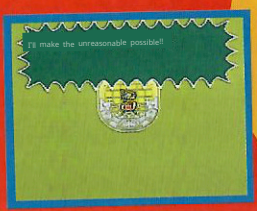
A powerful ray weapon that can da mage 4 rows of enemies simultaneou sly. Emitted energy/ 1.26 Million Diod e Bursts Emission Time/2 Ou tput Levels/1

Let's all sing together!

Go! Go! Puriki King!!

♪ Ah, the Babylon of yesteryear!
♪ Steel fists pierce the sky
♪ To defeat the monstrous demon,
♪ Light the fire with rage
♪, a burning heart awakens
♪ the Tin Tyrant within me

After helping Kaori, Muho -Matsu appears riding the T in Tyrant!! However, Muho- Matsu collapses and dies, r emembering the truth abou t Akira's father's death. We' re storming Midedera Temp le to avenge Muho-Matsu!!

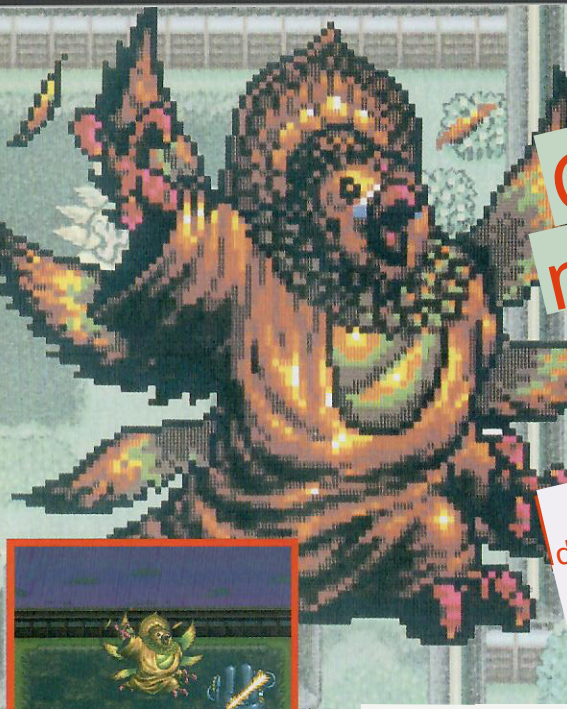


A 14-ton giant soars through the air!

Pape Lennon Kick

Deadweight + kicking power + gravitational acceleration of kick release energy/ 1.02 Million Diode Bu rst Count/1~3 bursts A ctivation Time/ 0 Output Level/8

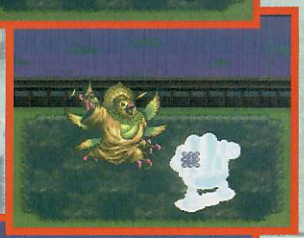
Cannot be used when legs are damaged



Consu
me

60,000 liters of Liquid People

Oide is descen
ding upon the Hi
dden Buddha!



If we don't defeat this thing,
there's no tomorrow for us!!

Through Yamazaki and the others' actions, Oide has descended upon the Hidden Buddha! He's absorbing the liquid humans filling the pond,

The Inko Daibutsu attacks the Tin Tyrant. The final battle is about to begin!! The Inko Daibutsu's techniques include the leg-skill sealing "Liquid Human Baku" and the hand-skill sealing Keruru ~ Showa.

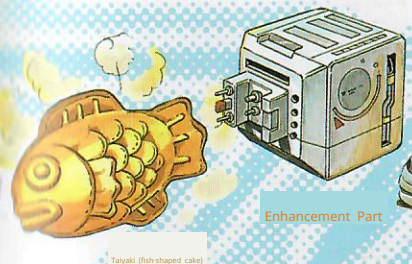
"Keruru ~ Kick," and counterattacks like "Namu's Halo" and "Halogen Laser" are ineffective. Keep your distance and inflict massive damage with repeated "Babel Non-Kicks"!! When your hand and foot techniques are sealed, fire "Jom Jom Bullets"!!

This is it!!

Item

What's important for a hero isn't just strength and s
kill!! Only by mastering items can you become a tru
e hero. Research items on the front and become
a fine hero in the near future! <-> [P110]

Taeko's panties



Taiyaki (fish-shaped cake)

Enhancement Part

Bash

Hand Grenade

	Item Name	Equipment Effect	Bonus Points				Introduction
			Power	Speed	Body	Intellect	
Weapon	Glove	Attack +4	0	0	0	A	very durable leather glove worn on the hand.
	Bowling Ball	Attack +8 A	0	0	0	0	An iron ball that is equipped on the robot's right hand from the beginning.
	Tae's Punch	ttack +16 |	0	0	0	0 A	powerful punch received when hit by Tae.
Armor	Watanabe's Underwear	Defense +1	0	0			0-25 Pants that make you very stupid when equipped. Can be modified.
	Principal's Pants	Defense + 2	0	0			0-10 Extra-arge briefs favored by the head of Chibikko House. Can be modified.
	Sweatpants	Defense +4	0	0	0	0	Thin and easy-to-move sweat suit set. Customizable.
	Taeko's Pantaloons T	Defense +2	0		00	0	Tae-ko's favorite bell-bottom pants. Customizable.
	aeko's Pantyhose	Defense +4	0	0	0	0	Can also be equipped on the head. Can be modi
	Taeko's panties	Defense +8 Defense +1	0		fied.	00 0	Prevents sleep when equipped. Can be equipped on the head. Can be
Headgear	Shampoo Hat	Defense +4 0	0		modified.	00 0	When worn on the head, damage from water attribute attacks is h
	Cap			0	0	0	alved. Received by giving Watanabe a banana crepe.
Gloves	Friendship bracelet	None 0		0	0	4	You get it by giving Akki a taiyaki.
<>	Bash	Defense +10		4	0	0	Athletic shoes that absorb shock and reduce stress on the feet. Leath
	Rider Boots	Defense +3 6		0	0	0	er boots with thick, durable soles. It hurts when stepped on. A myste
Accessory	MK Badge	none 0		2	0	0	rious badge that makes you faster when equipped.
	Throwing Knife	None 0		0	0	0	Throws a knife at an enemy when used in battle.
	Napalm Bomb	None 0		0	0	0	When used in battle, attacks enemies with crimson flames.
Attack Item	Hand Grenade	None	0	0	0	0	When used in battle, turns a medium-range area into a flame
	100V Laser	None005 0None	0	0	5	0HP+1	field. When used as an item, allows a "100V Laser" attack.
	Plasma Spark Enhan	0 0 0 0 0					When used as an item, unleashes a "Plasma Spark". Whe
Material	cement Parts						n used in the menu, increases Taroimo's HP by 10.

Recovery item

Item	Effect
Taiyaki (fish-shaped cake)	Obtained by helping Muhomatsu's Taiyaki stand. When used in battle, moderately restores your HP. Obtained by
Banana crepe	helping Muhomatsu's Taiyaki stand. When used in battle, moderately restores your HP. A wound medicine alway
First aid	s stocked in Taeko's room's medicine box. When used in battle, moderately restores your HP. Obtained by hel
Misawa 焼き	ping Muhomatsu's Taiyaki stand. When used in battle, restores your HP to maximum. Obtained by helping Mu homatsu's Taiyaki stand. When used in battle, moderately restores your HP.

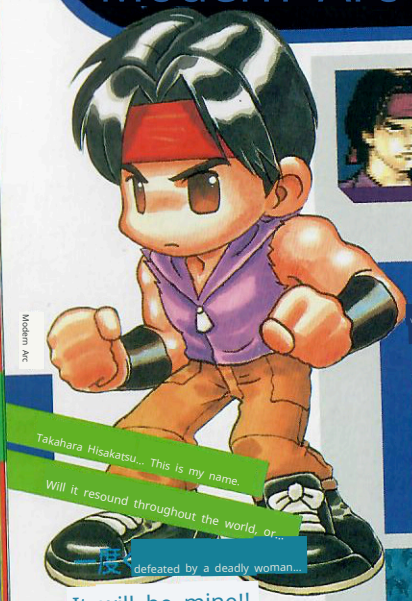
Modern Arc

"Strongest"

Fight against 6 formidable opponents from ar
ound the world and master their special mov
es! Will Hikatsu Takahara truly become the w
orld's strongest fighter!?

Hikatsu Takahara: A Man Aimin
g to Be the World's Strongest

A fighter who fights not for money or fame, but t
o become stronger. He is currently unknown, but
the day he stands at the top of the world is near.



It will be mine!!

Kohara possesses the ability to instantly grasp an opponent's tec
hnique and make it his own. By enduring an opponent's special m
ove, he can freely use that speci
al move from his next attack.

SPECIAL KILLING TECHNIQUE 必殺技

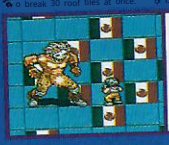
Violent Gale Straight Punch [Technique]

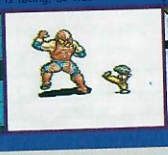
Unleashes a punch with the force t
o break 30 roof tiles at once.

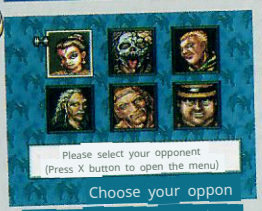
Howling Spin Kick[渦巻き]

The power of the kick changes the direction the opponent
is facing, as well as recovering their HP and status ailments.

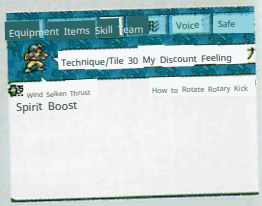
Spirit Tempering [Recovery]







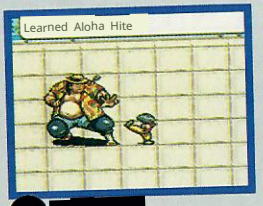
Choose your oppon
ent from among 6 people.



★As you fight, you'll learn more techniques.

How to Learn Techniques

1 Receive an opponent's technique



2 Learns a skill

3 sable from the next turn

VS Namcat

A Muay Thai champion with the 'Right Foot of God'

It's time to decide the match with a close-quarters battle.

If you take a "Spiral Knee," you'll receive over 100 damage at once. SPECIAL KILLING TECHNIQUE

Punchama Kick [蹴り技]

Kicks the opponent. [The power is not significant.]

Spiral-二一 [蹴り技]

A kick technique designed for distance. It won't hit if you're close.

You'll take damage. If you get hit 3 times, defeat is certain. To avoid this technique, fight in close combat. If you use powerful close-range techniques like the German Suplex, you might win surprisingly easily.

Hmph... on my beautiful face

Try landing your best straight punch!

PROFILE

LEVEL/13 HP/256 A fighter who reached the pinnacle of Muay Thai at a young age. His weapon is the kick unleashed from his "Right Leg of God."

VS Ikuji Moribe

A veteran master of Koppo

Fight Koppo with Koppo. Moribe excels at defense, so techniques often fail to land.

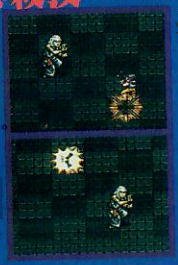
SPECIAL KILLING TECHNIQUE 必殺技

Abise げり [蹴り技]

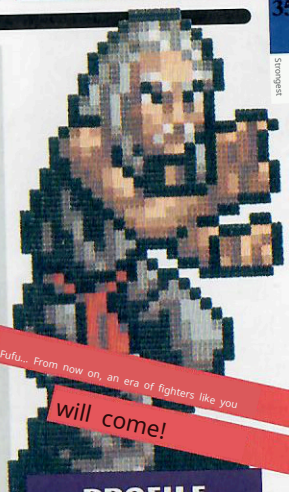
You can change the opponent's direction by landing a kick from a long distance.

Tsudauchi [Technique]

Although the damage is small, it can halve the opponent's abilities.



At the start of the match, focus on recovery and concentrate on mastering the Koppo techniques. If you land a 'Tsudauchi' to lower Moribe's abilities, your techniques will hit more easily. Moribe's HP is low, so if your techniques hit, you can defeat him easily.



Fufu... From now on, an era of fighters like you will come!

PROFILE

LEVEL/13 HP/120

A master of the bare-handed killing technique passed down in Japan, the "Bone Art." Awaits the emergence of a martial artist to carry the new era.

If you're frustrated

Try and cut off my head!

Great Aja

Aerial & Rough Fighting Style "Angel of Evil"

Challenge her in close combat

Aeija's attack range is so wide, you could say it covers the enti re ring. There are almost no blin d spots, and you'll get hit no m atter where you run. Brace yours elf for some damage and focus on learning the technique.

Focus on acquiring the technique, and after mastering it, c lose in and quickly decide the match. Modern 2

Decide the match quickly.

→ [P113]

PROFILE

LEVEL/3 HP/256

A Japanese wrestler who uses Luch a Libre techniques. He is a technic ian but also masters rough tactics.

SPECIAL KILLING TECHNIQUE

Frankenste iner [Aerial] Backslide Pin ›

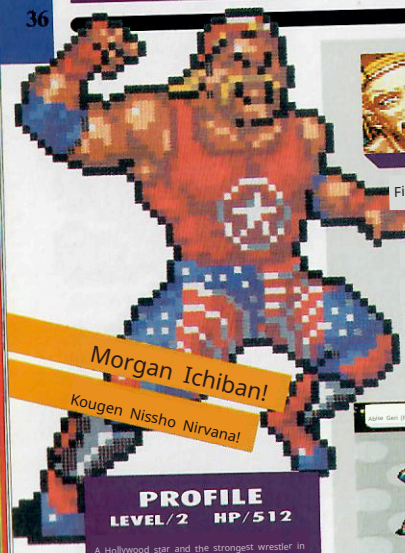
Effective against opponents at close range.

It's an effective technique.

Tornado Press

[Jump Technique]

An aerial technique with a wi de attack range. If it misses, it will self-destruct.



Morgan Ichiban!

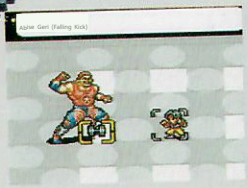
Kougen Nissho Nirvana!

Max Morgan

Star of Pro Wrestling

Fight from a distance against Morgan, who excels at dev stating close-range techniqu es. Getting too close will leav e you vulnerable to a barrag e of special moves. Once yo u've grasped Morgan's techni ques, keep your distance.

Recovering stamina. A useful technique a gainst Morgan is the 'Axe Kick'. Try aimi ng for it repeatedly from a distance.



PROFILE

LEVEL/2 HP/512

A Hollywood star and the strongest wrestler in the American wrestling world. Seeking strong o pponents, he challenges Kougen to a fight.

SPECIAL KILLING TECHNIQUE

German Su plex [Grapplin g Move]

This is a technique that d eals massive damage an d paralyzes the target.

Max Bom ber [Techn ique]

Everything around me with a Lariat Attack.

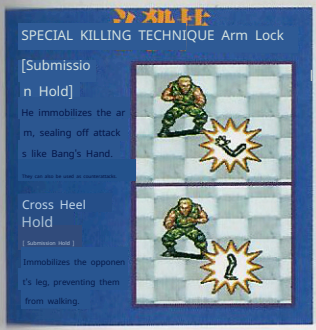
Tula Khan

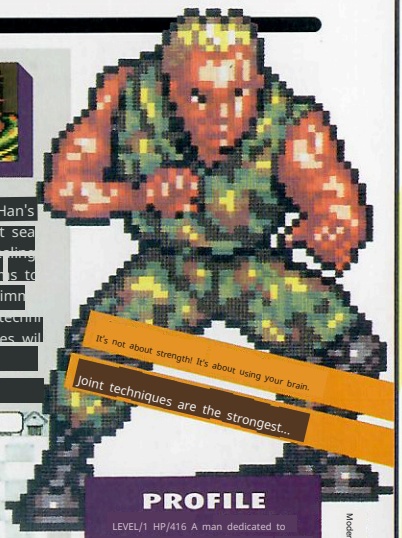
Submission genius

Watch out for counterattacks

When Han is hit with a technique, he uses a "Counterattack Technique" regardless of whose turn it is to attack.

He attacks with his. This is Han's specialty joint technique that sea[l] [o]ff arms and legs while dealing damage. Use recovery items to fight before you become immobilized. If you learn Han's techniques, the subsequent battles will become much easier.





PROFILE

LEVEL/1 HP/416 A man dedicated to researching assassination techniques while serving in a special forces unit. He manipulates "joint techniques" at will.

Modern Art

37

Jackie Iaukia

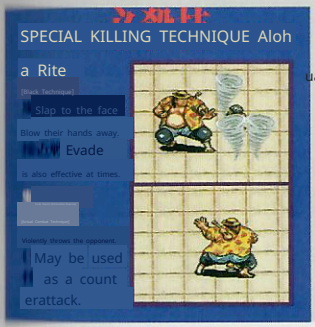
A gutsy fighter trained in sumo wrestling.

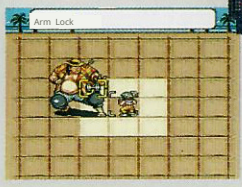
Vulnerable to joint techniques.

If you've learned joint locks from Han, this opponent is a piece of cake. Joint locks are

Since it's easy to land hits, you can seal off their arms and legs before attacking. Even with low health, you can focus on recovery by sealing their movements with joint locks. They may seem intimidating with high HP, but they are actually a pushover. →[P113]

Modern 1



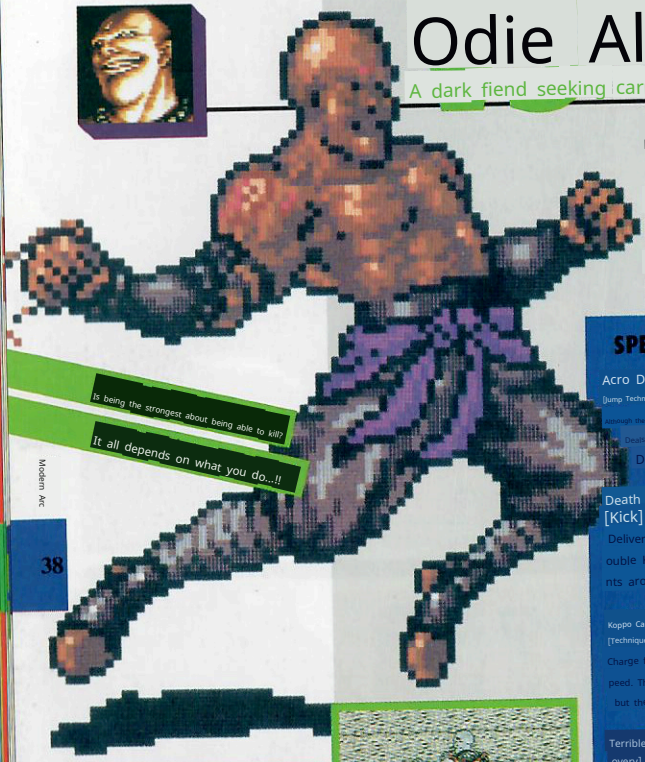


PROFILE

LEVEL/1 HP/576 A sumo wrestler from Hawaii. Unable to fulfill his dream of becoming a Yokozuna, he entered the world of mixed martial arts.

Odie Albright

A dark fiend seeking carnage



Is being the strongest about being able to kill?

It all depends on what you do...!!

Fight primarily with ranged attacks

Odie has high attack power, so fighting up close is disadvantageous. Keep your distance and fight with "Sweeping Kick" and "Tornado Press." Odie's techniques cannot be learned.

SPECIAL KILLING TECHNIQUE

Acro DDO
[Jump Technique]
Although the effective range is narrow, Deals over 200 damage.
Deals damage.

Death Scythe [Kick]
Deliver a Vacuum Double Kick to opponents around you.

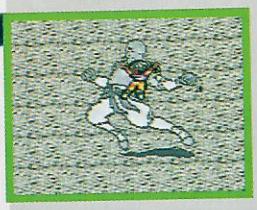
Koppo Cannon
[Technique]
Charge forward at great speed. The power is weak, but the range is wide.

Terrible Shout [Recovery]
A recovery technique with almost the same ability as the "Spirit Tempering" of Kogen.

PROFILE

LEVEL/4 HP/832

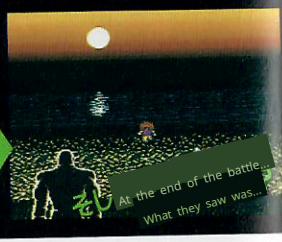
A man who abandoned his human heart and transformed into a demon in order to become the strongest. "Death to the defeated" is his belief.



A fateful battle begins.

Those defeated by Kogen are buried in darkness by Ody...

Six warriors, transforming their skills and feelings into anger, embark on their final battle!!

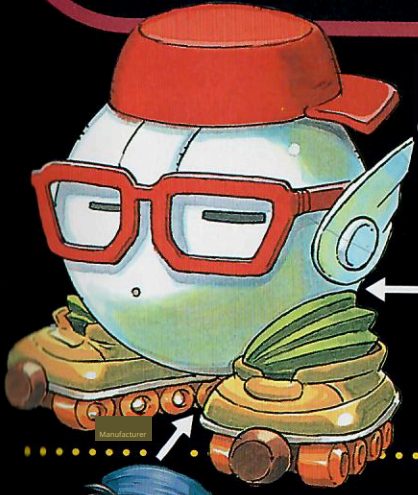


At the end of the battle... What they saw was...

SF Arc

"Kishin"

A cargo transport ship traveling through space. In a ship with no escape, terrifying incidents occur one after another. The culprit, who gradually began to reveal himself, was an existence beyond imagination.



Manufacturer

Character Relationship Diagram

Cube

A robot with learning capabilities created by Katou. As the protagonist of the SF arc, he unravels the incidents that occur one after another.

Hates robots

Sergeant Darth

He has been dispatched for the Behemoth transport mission. He is quite rigid and hates robots.

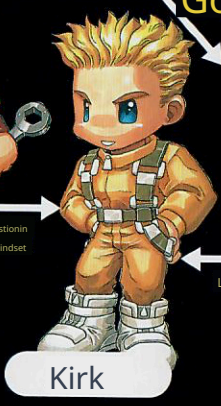
Questioning mindset

Cogito Ergo Gothsm Crew

Katu

The mechanic of Cogito Ergo Sum. He is the creator of the cube and a bit timid.

Questioning mindset



Kirk

A pilot and Rachel's current boyfriend. He doesn't think much of Huey.

Lover

Rachel

Works as a communications technician aboard the ship. Huey's ex-girlfriend, now dating Kirk.

Ex-lover

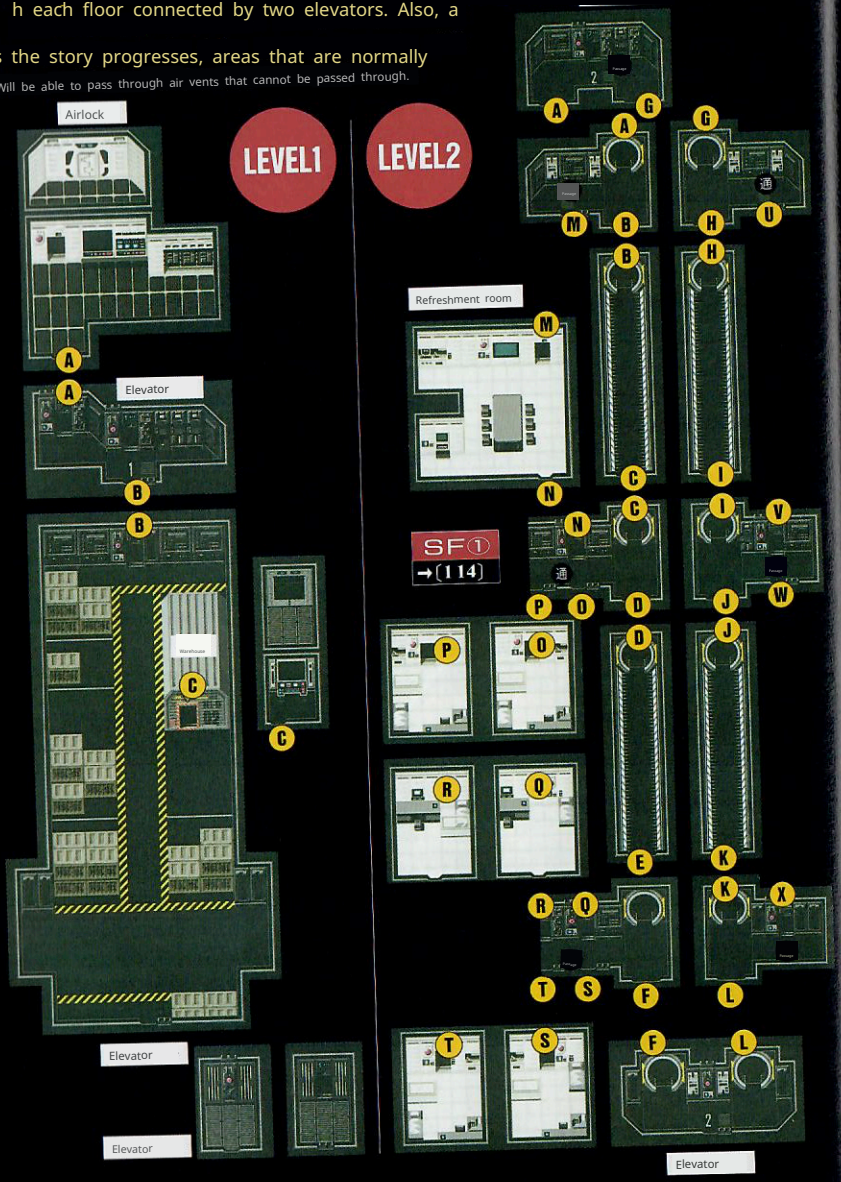
Huey

Cargo management, assistant to the captain. Earnest but indecisive, which led to Rachel breaking up with him.

The unseen captain of

The highest authority on the ship. Only appears on the screen and never shows their actual face.

Cogito Ergo Sum Internal Map... The ship has a three-layer structure, wit
h each floor connected by two elevators. Also, a
s the story progresses, areas that are normally
Will be able to pass through air vents that cannot be passed through.



Vent
LEVEL1
LEVEL2
LEVEL3
Cold Sleep Room
Infirmary
Terminal Room
Main Computer Room
Elevator
Elevator
LEVEL3
A
B
C
D
E
F
U
V
W
X
3
3

機心

SF Strategy Gamebook

An essential book for those aiming for the fastest completion. You can try it while playing the actual game, or challenge it again after clearing it. It's a spice of the SF chapter that you can enjoy playing two or three times.

How to Read & Play This Page

Since it's made with the same story as the SF chapter, you can firmly understand the walkthrough content just by reading through it. Choices will appear in places, so choose your favorite action and proceed with the story. However, since it's meant to help you clear the game, it doesn't follow all the branching points in the actual game. Some parts have been deliberately omitted, so please play the game yourself to confirm the remaining parts.

Write down the items you acquire in the check memo. Also, take notes of things you need to remember.

CHECK MEMO

Start

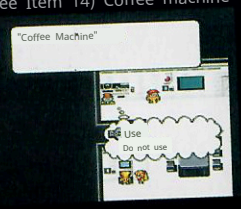
● The robot is complete. Katou is happy when it moves a little. The name hasn't been decided yet, but for now, I'll follow him, and he stops in front of a certain room. 『...20』

② Main computer. Katou tells me to go to the warehouse after the computer check is finished. Answer with either "Yes" or "No." If "No," 『Walk to the warehouse...13』 『Corporal's room...15』 If "Yes," automatically to the warehouse 『... 13』 『Cockpit... 27』

● Huey is in the airlock. He seems to be thinking about Kirk's accident. If you haven't gone to Kirk's room to look for his belongings yet, 『Kirk's room...25』 If you have already gone, 『Infirmary 17.1』

● Kirk is playing a game. If you want to play, refer to P.114 for a walkthrough of Captain Square. Whether you clear it or not, once you're done, 『•.14⑤ Katou thinks the corporal is the culprit and runs away. When you go outside, Behemoth appears, and you get separated from Katou. Behemoth attacks, but the bulkhead is closed, so use the "Power Jack" to pry it open and escape. If you wander around the ship looking for Katou, there are traps in two locations, IF and 3F.

(See Item 14) Coffee machine



There are plenty of opportunities to use the jammed coffee machine. Try handing him coffee. When you're stuck, just try coffee.

It's rigged. After activating the trap and returning to the 2nd floor, someone is entering Katou's room. "Who's there!?...26"

⑥ Katou was in front of the cold sleep room. He further asks you to wake up the sleeping crew members, so press the sleep machine switch to wake everyone up. For the meeting, go to "Refreshment Room ...14." He silently returns it. "...⑧" The room has a heavy atmosphere. Who should drink the coffee? "Katou...32 Rachel...21" "Corporal...7"

When you try to investigate the corporal's room, the corporal appears and gets angry.

Cockpit...27'

Talking to Katou in the cockpit reveals that the antenna has been blown off. The four gather in the refreshment room to discuss countermeasures. Take coffee to the depressed Huey. Then, a message arrives from the captain, and they hold a memorial service for Kirk. Huey and prepare the airlock...3 Search for Kirk's belongings in his room...25

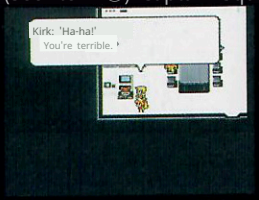
There's nothing in the warehouse. 'Choose again...37' 'Joyball'. The moment you answer, darkness spreads with the sound of a gunshot. You are shot by the corporal's gun. Sleep forever...

In the warehouse, inspect the Behemoth with Huey and Cato. Rachel contacts us from the cockpit, saying the antenna seems to be malfunctioning. The Corporal arrives and heads to the cockpit. '...27'

Refreshment room. If you want to play Captain Square, '...④'. Mess with the coffee machine and read the book Huey has. When you try to talk to the Corporal, he pushes you away, saying, 'Don't come near me!' Then the Captain contacts you, and the meeting is over. Where to next?

Rachel's Room...28』 『Cockpit ...27 『Main Computer... ②』

(See item ④) Captain Square



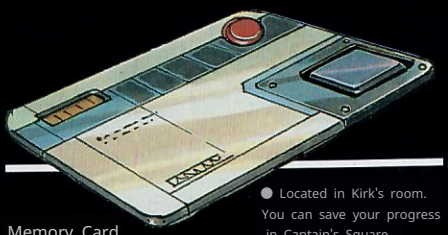
Kirk is playing the game. You can hear different lines that are usual. If you clear it as is, I'll have him do it when he's available.

SF①
→(P.114)

『Warehouse...13』 『Corporal's Room...⑨』 If you try to enter room 15, the corporal appears and gets angry. Where are you going?

『Warehouse...13』 『Cockpit...27』 ⑩Does Captain Square want to do this in this emergency? When you're tired of playing and satisfied, 『Go to Corporal's Room 22...』

⑦ The corpse that should have been in the medical room is gone. Inform Huey or Katou and return to the medical room. Rachel is not there, so the three head to her room. They force the door lock open and enter, and sure enough, Kirk's corpse is there. Suddenly, a message comes from Kirk, who should be dead, from the communication panel. Rachel and everyone else jump out of the room. They chase after her and go to the airlock, where four people are arguing. When they go outside the room, a loud noise comes from the warehouse. Behemoth is not in the warehouse. When they go outside the warehouse, it suddenly appears and chases after them. If you touch it, it's game over. 『Report 35...18 There is a corporal in the warehouse. There seems to be nothing wrong with the cargo. 『To the Cockpit 10...』



Memory Card

● Located in Kirk's room. You can save your progress in Captain's Square.

19 Sickbay. Kirk was already lying there, his body discolored. However, despite treatment, he eventually passed away. The Corporal starts arguing with Huey about the accident. Then, an explosion! Katou, who had gone to call the Captain, also returned. What was that explosion just now? Where should we investigate? 'To the Cockpit... 10' 'To the Warehouse... 18' 20 Terminal Room. Katou registers your name as a crew member. Enter your preferred name. Once finished, he says, "Try to find me." '... ⑥'

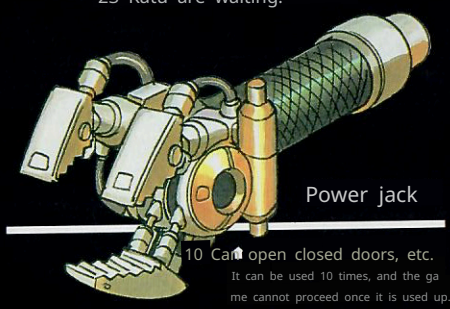
② After handing Rachel the coffee, a message comes in from the captain. Something seems wrong; he's just repeating the same words. This incident causes Rachel to panic again, and she runs outside. Chasing after her, we find Rachel severely injured after being attacked by Behemoth, and Huey dies protecting her. In this worst-case scenario, Katou asks us to go to the terminal room and find out the password to the captain's quarters. Katou and the others carry the bodies to the cold sleep room.

"To Cold Sleep Room 23..." "To the terminal room... 31"

22 Arriving in front of the room, an alarm is sounding in the corporal's room, and we can enter. Military secrets are on the communication panel!! We have to inform Katou quickly. "To the captain's quarters... ⑤"

23 Katu are waiting.

To the terminal room

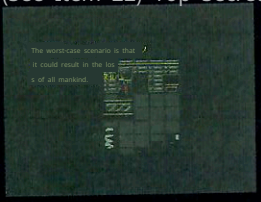


Power jack

10 Can open closed doors, etc.

It can be used 10 times, and the game cannot proceed once it is used up.

(See Item 22) Top Secret



A confidential document appears. It concerns the military's operations regarding Behemoth. When I went inside, the alarm was sounding in the corporal's room.

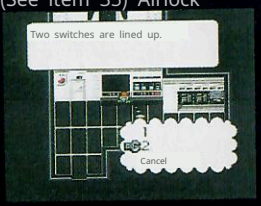
It seems they are waiting for me to go and check the password. 'To the terminal room... 31'

24 Corporal was also there. I thought of the terminal room, but it seems impossible. "Choose again...37" 25 In Kirk's room, Katou is searching for belongings. Examining the communication panel on the wall prompts for a password. If you enter the correct answer, you can obtain a memory card. If you haven't gone to the airlock yet, "To the Airlock...③" If you've already gone, "To the Medical Room...17"

26 Entering the room, a robot resembling the protagonist is injuring Katou. A corporal appears and almost destroys it, but if you remember the name Katou initially tried to give it, you can save it. Now, what was it? "If you think it's Koro...33"

"If you think it's Joyball...12" 27 Arriving at the cockpit, the communication antenna is malfunctioning. Talk to everyone when they've gathered. If you talk to Kirk one last time, he'll offer to repair it himself. Eventually, Katou and Huey join in, and the three head to the airlock. Follow them

(See item 35) Airlock



and press 2, the airlock switch will be activated and you will be sucked out into space.

Game over as is.

When you go, Huey and Kirk are fig
hting. Somehow calm them down an
d see them off into space. '...29'
When you go to Rachel's room, C
arr comes out. When you enter,
Rachel leaves for work. What's next
?

"Main Computer...②"

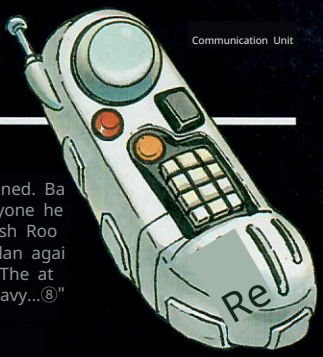
"Warehouse 13" "Corporal's Room...⑨"

When you talk to Huey in the cockpit, t
he antenna repair progresses rapidly. ...But
something seems wrong. It seems Kirk's li
fe support system is broken. Where to go?
"Airlock...30" "Medical Room...Preparing t
o help Kirk...19" ●Kato's spacesuit is the
re. It seems Kirk and Kato have already ret
urned to the spaceship. "Hurry to the
Medical Room...19" When you go to the te
rminal room, there is a Behemoth in fro
nt of the room. Be careful entering and fi
nd the password "OAKFDE". Hurry back to
the front of the cryosleep room, and this t
ime there is a Behemoth here. When you t
ell Kato the password you found, you au
tomatically go to the captain's room. You a
re entrusted with a "Power Jack" to pry
open the door. Inside, the dead captain w
as lying there. The corporal suspects Kato.
"If you go to the Refreshment Room...16"
"If you go to the Corporal's Room...22" Ka
to drinks it down in one gulp. "...⑧" ●"K
oro". When you say the name, the culprit fi
nally reveals himself. His name is OD-10.
In other words, it's this ship's main comp
uter!! "Engage in a final battle with the Cor
poral...37"

The strategy for defeating Mother COM is on p
age 46. If you win, go to '...38'. If you lose, you
will probably never return to Earth...

We return to the airlock and tell everyone that
Behemoth has escaped, and they are all surprised.
In that moment, Rachel flips the switch, and

Given by the corporal.
Used to communicate wit
h the corporal before the
final battle.



About to be drained. Ba
rely saved. Everyone he
ads to the Refresh Roo
m to devise a plan agai
nst Behemoth. "The at
mosphere is heavy...⑧"

36 I see. If it's Captain Square, it's co
nnected to the computer. From here,
we can get into his program. It's fina
lly the final battle. '...34'

37 The two of them passed through the ve
nt and reached the main computer. Howeve
r, the computer's defenses were strong. At t
he corporal's request, they went to Kato to
ask about weaknesses, heading back to the
2nd floor. Kato said, "You're a robot, so you
might be able to get into the program. Yo
u can do it from there..." before losing con
sciousness. Returning to the main computer
and talking to the corporal, they were give
n a 'Communication Unit' and began searc
hing for a way to
defeat it. 'To the warehouse...①' 'To the te
rminal room...24' 'To the refresh room... 36'

38 The corporal returns to the refresh room.
He says, "Right now, I want to drink the coffe
e you made..." After giving him the coffee, it's
finally time for the touching ending.

Looking at humans from the heart of a machin
e, their foolishness is clearly visible... THE END

(See Item 36) Final Battle

the final battle begins here.
Ru stops midway, becoming our
last hope. Tight, just an enterai
nment facility, in the end.

LV/7H

P/120 Cube skills are not availa ble outside of boss fights, so they are n ot displayed on the status screen.

Cube Combat Capability Analysis

High-Speed Operation

A recovery technique. It has an effect i n a 3x3 range centered on the user.

A technique that recovers HP and status ailments. Mind Hack

Can attack at long range. A tec hnique that damages enemies and puts them to sleep.

Noise Stream

Weakens the defense of all enemies, making them more vulnerable to dam age, and allows you to attack.

Spin Drive

Dashes while spinning, deali ng damage and knocking en emies back 2 spaces.

Upgrade

Enhance your abilities to incr ease the damage dealt to ene mies. Also, slightly restores he alth. Anti-field.

When attacked, if enemies are nea rby, retaliates with a counterattack, dealing significant damage. In fo-research analyzes ene mies from all angles and measure s their HP. Also deals damage as a n additional effect.

Maser Cannon

Fires a powerful fireball to att ack, but requires some time t o charge energy.

LV/12 HP/448

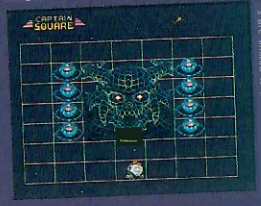
The main computer that operates the ship. To be precise, it's a shi p safety maintenance program that was activated because it determi ned that human hatred, jealousy, deceit, etc., would hinder navigation.

- System Recover / Restores HP to self and allies.
- Hard Protect / Attacks a 5x5 area.
- High-Speed Analysis / Deals high-damage close-range attacks.
- Drive Back / Restores HP to nearby allies.

Strategy Upgrade

Power Up

When you enter combat, start by using upgrades two or three times to enhance your abilities. This significantly increases your attack power, ma king subsequent battles much easier.



It's okay to be attacked. A But it also restores stamina. Upgrade s are limited to a certain extent.

Defeat the Stabilizer

First, defeat the surrounding Stabilizers to prevent the e nemy from recovering health. Mother COM attacks with the Maser Cannon. When its health decreases, use High-Speed Ops to recover frequently.

But it will be recovered. D efeat it. Distribute the attacks a nd focus on the stabilizer.

The "Shinzan Fist," a martial art forced down the path to extinction. An elderly "transmission" master, its successor, embarks on a journey to find a disciple in order to prevent its extinction.

to find a disciple to prevent its extinction.

Shinzan Fist Teacher

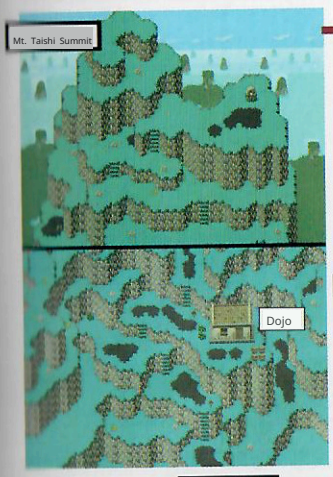
A stern yet kind old martial artist who guides his students.

One successor, an aging master, decided to descend the mountain to find a successor, as his skills had deteriorated due to his advanced age. Contrary to his gentle appearance, he harbors a burning fighting spirit that rivals that of young people.

Shinzan-ken is a martial art that values mental strength over physical prowess. However,

Usable Techniques

Acquisition LV	Skill Name	Effect
0	Dragon and Tiger Twin Brea	Requires strength in grappling techniques. Seals foot techniques. Has counterattacks. Requires stamina in anti-leg techniques. Paralyzes the opponent. Requires luck in anti-thrust techniques. Can also be used as a counterattack technique. Requires speed in anti-blade techniques. Retreats after attacking. Requires speed in anti-staff techniques. Paralyzes the opponent. Requires intelligence in anti-joint techniques. Seals hand and foot techniques. Counterattack technique. Throws a Ki projectile at the opponent.
1	k Arms Hundred Mile One Step L	
2	eg Lion's Hand	
3	Mountain Ape Fist	
4	Chipmunk Leg	
5	Old Fox Danc	
6	e Unshot Shot	



Item ① White Clover ② Veronica persica

Rei Kuugo

Light on her feet

A tomboyish girl with a strong personality

An orphan with no home, she lived as a bandit. She attacked Master Shinzan-ken, who came to the bamboo forest, but was defeated, leading her to decide to become his disciple. She is light on her feet and the fastest among the disciples, but lacks stamina and strength. It is good to compensate for her weaknesses by training on the mountaintop to increase stamina and in the dojo to increase strength. Her unique techniques mainly involve footwork and long-range jumping attacks. She is the only female character who can appear in the final chapter.

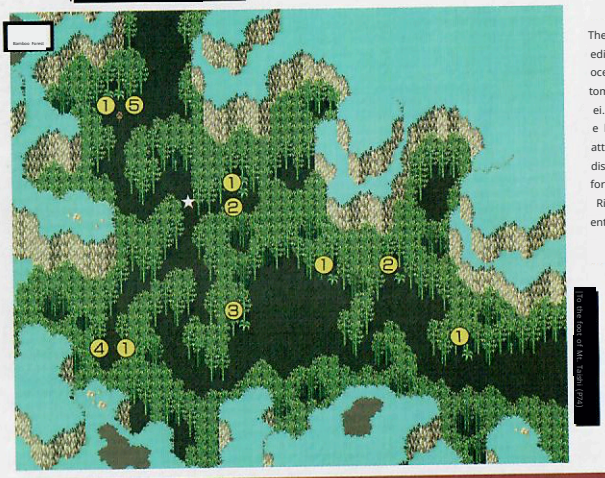
Kung Fu Chapter

Usable Techniques

Acquisition LV	Skill Name	Effect
0	Monkey Hand	Monkey Fist: A chop mimicking a monkey's scratch. Cat Fist: A technique that delivers continuous kicks to the enemy. Distant Whirlwind Kick: Takes time to execute the technique. Snake Fist: A technique that exploits the opponent's weakness to strangle them. Phoenix Fist: A charging technique that unleashes a series of chops. Sacred Dragon Fist: Damages all enemies on the field. Spirit Tiger Fist: Self-enhancement + HP recovery.
1	ネコけり	
2	Water Bird Leg Snake	
3	Form Fist Starfall Fist	
10	Painting Dragon Heavenly Saint Formation	
12	Tiger Roar Spirit Method Pegasus Rear Sweep Leg Spiral Fang	
13		
14	Mountain Range Fist	Pegasus Fist: Delivers a powerful kick backward. An ultimate secret technique that circles around the enemy to attack.
15		

48

To the Main Gate of the Gi-Hamon Group Dojo (P.52)



The bamboo forest is a treasure trove of medicinal herbs, always patrolled by tigers. Proceeding through the bamboo forest will automatically trigger the initiation event with Lei. Lei appears at the ★ mark. If you refuse his demand to leave all your money, a battle will begin. If you win, you become his disciple. After passing through the bamboo forest, you will find the headquarters of the Righteous Expulsion Gang, but you cannot enter until the dojo raid event.

To the foot of Mt. Taishi (P74)

Item

① Guardian Herb
② Just a weed ③ White clover ④ Bird's-eye speedwell ⑤ Shepherd's purse

Samo Hakka

Possessing an extraordinary physique and
an abnormally large appetite.

He was caught by the master at Yunfa's market restaurant, Hoi Restaurant, for dining and dashing, and received punishme nt. The master praised his agility despite his large size as he ra n away, and he became a disciple. Among the disciples, he has the highest initial level, and he has many unique techniques av ailable from the start. Although not very fast, each of his techni ques is powerful. Because he has both stamina and strength, it is good to mainly train in the bamboo forest to increase his sp eed. His techniques mainly involve hand and foot techniques, m aking him very strong in close combat.

To the foot of Mt. Daishi (P.47)

Usable Techniques

Acquisition LV	Skill Name	Effect
0	Bear's Paw	A heavy punch, but the technique is slow to execute.
1	Twice-cooked pork	Attacks while doing a strange dance.
2	Doubanjang (fermented broad	Shatters the opponent's armor with a powerful punch.
3	bean paste) bam bam ji - to	Unleashes attacks while spinning around. The te
4	n foot	chnique is slow to execute, but delivers a heavy kic
5	Chinjao Rosm	k. Knocks down enemies around the user.
13	an Whole Me	Drains HP from enemies in a horizontal line. Crushes a
14	at Bun	nd paralyzes enemies with undulating belly fat. An ultimate
	15 Spiral Long Chain Mountain Fist	secret technique that circles around and attacks enemies.

Item

(Received immediately
after taking Samo as a disciple)

Donburi

Steamed Meat Bun

Anman (Sweet bean bun)

(Received upon defeating Sun Tzu Wang)

① Chow Chow
② Panda
③ Peach Bun
④ Shark Fin Bun
⑤ Tome of Combat Arts
⑥ Steamed Meat Bun
⑦ Pot Lid
⑧ Peking Pot ⑨ Lao Ji
u (Old Wine)
⑩ Steamed Bun with Sweet Bean Paste
⑪ Tiger Gauntlets,
⑫ Tiger Outfit

If you go to the market, the e vent to become Samo's appre ntice will begin. Follow the ins tructions of the manager of H oi Restaurant to start the battl e. If you win, you will become an apprentice. After completin g all the training, the event to defeat Sonshi King, who is r ampaging in the market, will s tart. If both events are comple ted, you will receive an item fr om the people in the market.

Yun Zhou

Possessing infinite potential

An honest boy at heart

An orphan who lost his parents at a young age and lives with his grandmother. He used to work as a pickpocket und er the control of Sun Zi Wang. When he stole the Teacher's wallet, he rebelled against Sun Zi Wang and declared that h e wanted to quit pickpocketing. He was about to be beaten when the Teacher saved him, and he volunteered to become a disciple, aspiring to become stronger. He is inferior to th e other two in terms of strength, stamina, and agility. Traini ng should be conducted thoroughly in three locations: the mountains, the bamboo forest, and the dojo. He possesses a ttribute attack techniques and can deal damage to multiple enemies simultaneously.

Usable Techniques

Acquisition LV	Skill Name	Effect
0	Thrust	A punch with a firm stance. The power isn't that strong
1	けRi	. A quick kick. The power isn't great.
9	Freezing Hand Blade Flame Hand Blade Void Rupture W	
10	hirlwind Hand Self-Tranquility Breath Control Mind Slash	
11	Wave Double Spirit Cannon. Deals continuous damage to enemies in a line. Xi'an Wave Reverse Fist A techniq	
12	ue that stuns enemies by ramming into them. Rotary F	
13	ang Mountain Range Fist An ultimate secret technique t hat attacks by circling around the enemy.	
14		
15		

A small town south of Mt. Taishi. Rece ntly, a pandemic has been afflicting all the elderly in the town. If you bring t hem 'Guardian Grass' from the bambo o forest and give it to them, you will r eceive an item as a reward. Healing Y un's grandmother will start the appren ticeship event. If you go into the lowe r station and defeat Sun Tzu Wang an d his group, you can make Yun your disciple, Kung Fu ①. →[P.118]

Item ③ Steamed Bun with Sweet Bean Paste ② Chinese Wok ④ Steamed Meat Bun

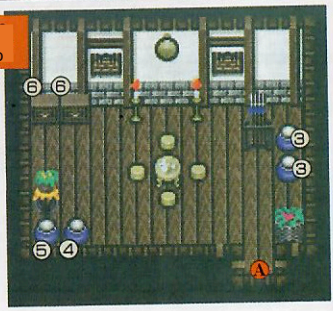
④ Catfish Whiskers

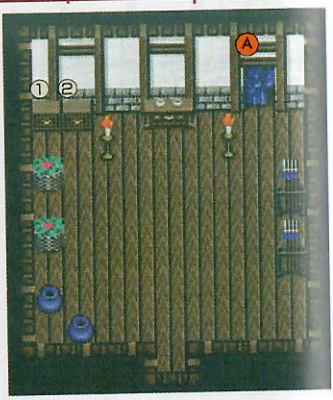
Enemy characters...

A key feature is that the enemy characters that appear are completely different depending on the location. Until the mid-game, the focus is on training, so you'll hardly fight any enemies except for events. The 12 members in the Gihamon Gang headquarters' main dining hall (P.53) are all formidable opponents who use powerful special moves.

Shinzan Ken Dojo & Gihamon Group Headquarters

Shinzan Ken Dojo

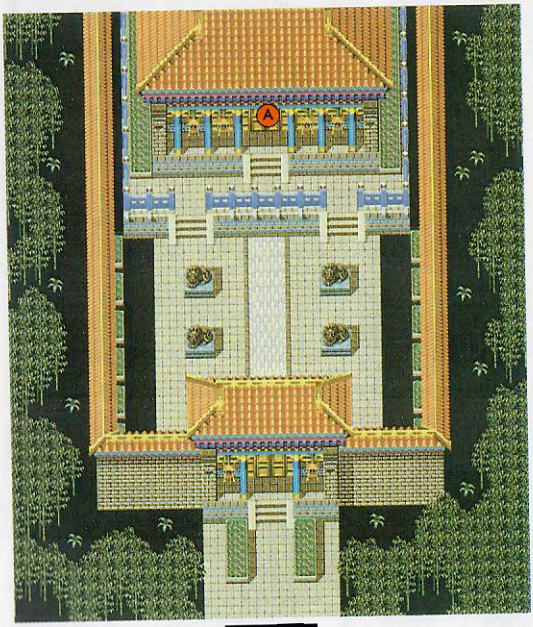




Item

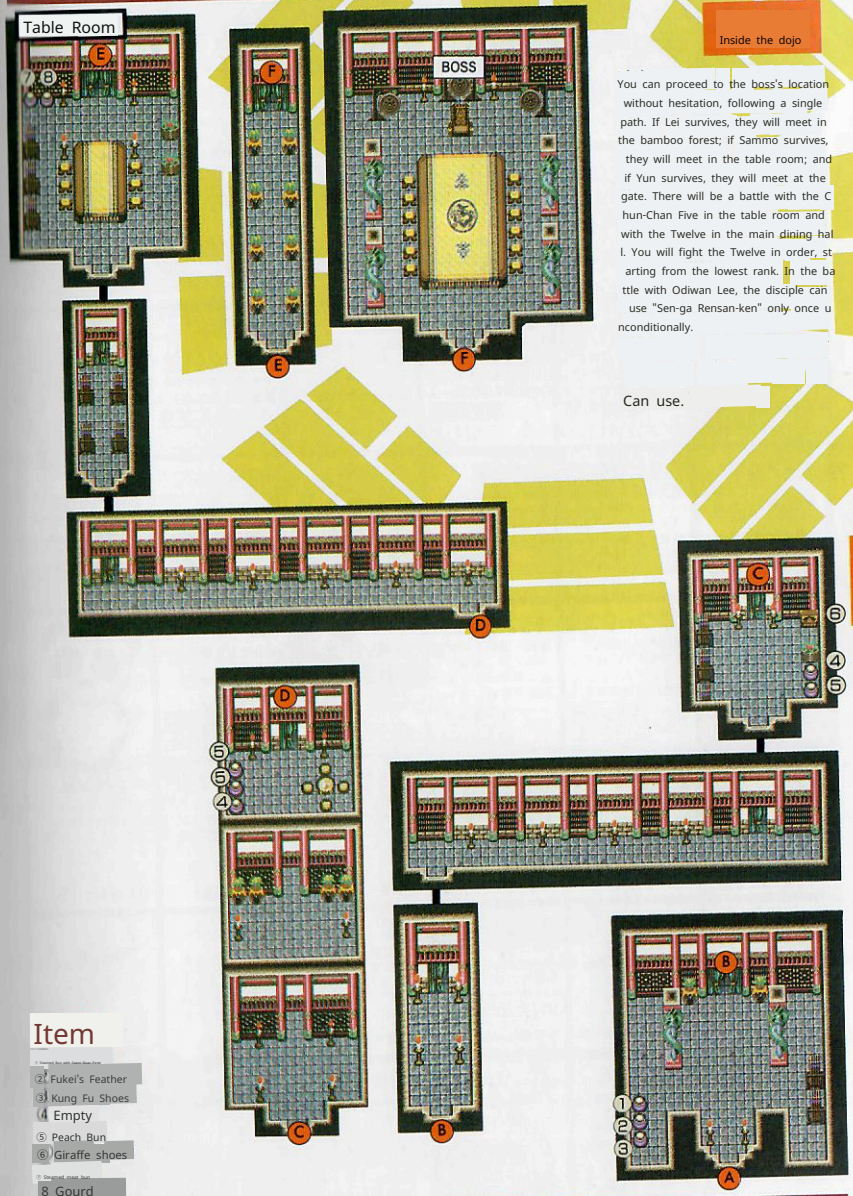
① Kung Fu Shoes
② Giraffe Shoes ③ Pork Bun
④ Enamel bun with seven bean paste filling
⑤ Empty
⑥ Practice clothes

A small, compact dojo. The training hall is the first room you enter, with the master's room in the back. After being attacked by the Gi-Hamon Gang, the pots are broken and the floor is collapsing, making it impossible to retrieve items. It's best to get them at the beginning.



Gi-Hamon-Dan Headquarters

After the dojo raid, the master leaves the surviving disciples behind and goes to the Gi-Hamon-Dan alone. The disciples follow the master and join him in different locations. After defeating the two gatekeepers and entering, there are two battles against a group of members and a member who seems to be a master. If you win, new enemies will emerge from the dojo, but you can escape without fighting them all and gain 2 Kung Fu. →[P119]



Inside the dojo

You can proceed to the boss's location without hesitation, following a single path. If Lei survives, they will meet in the bamboo forest; if Sammo survives, they will meet in the table room; and if Yun survives, they will meet at the gate. There will be a battle with the Chun-Chan Five in the table room and with the Twelve in the main dining hall. You will fight the Twelve in order, starting from the lowest rank. In the battle with Odiwan Lee, the disciple can use "Sen-ga Rensan-ken" only once unconditionally.

Can use.

Item

② Fukei's Feather
③ Kung Fu Shoes
④ Empty
⑤ Peach Bun
⑥ Giraffe shoes
8 Gourd

Item

No matter how skilled a martial artist you are, if you don't know how to use items or their effects, you won't be able to win the fierce battle against the strongest enemy!! Now, read this page carefully and become an item master as good as the Kokoroyama Fist Master!!

Tekken

A well-honed fist is your weapon. It's for the right hand, but can be equipped on both hands. Equipment effect: Attack +5, Vocal Speed, Body Knowledge Nas 0000

Nata

A short, thick, wide blade used for breaking hard objects. Equipment effect: Attack + 3, Voc Speed Body Knowledge Nas 0000

Pot Lid

A convenient everyday item that can be used as both armor and a weapon. Harder than you'd think. Equipment effect: Defense +1, Voc Speed Body Knowledge Nas 00 00

Donburi

When equipped, damage from skill attacks is halved. Equipment effect: Defense +2, Bow, Power, Speed, Body, Intelligence Nas 0040

Huge striped bloomers. A little smelly. Equipment effect: Defense +0 Voc 力 Hayate Body 0000

Eggplant

Keikogi (稽古着)

Clothing designed for ease of movement. The fabric is thin, so defense is low. Equipment effect: Defense + 2, Bonus Hayate Body Knowledge 0000

Chukabe (中華鍋)

When equipped, it halves damage from sharp attacks. Equipment effect: Defense + 4, Bonus Hayate Body Knowledge 0020

Tiger suit

Clothing made from tanned tiger pelt; light and durable. Equipment effect: Defense + 10, Bonus Hayate Body Knowledge 5000

Dragon Clothes

Sturdy and easy-to-move thick clothing with dragon embroidery. Equipment effect: Defense +16, Bow, Power, Speed, Body, Intelligence N/A 0006

Catfish Whiskers

Catfish whiskers. Worn around the head like a headband. Equipment effect: Defense +1, Vocal Speed, Body Knowledge, N/A 0000

Peking Pot

Large pot. Can be worn as headgear or equipped as a weapon. Equipment effect: Defense +3, Vocal Speed, Body, Intelligenc Nas 0000

Tiger Gauntlets

Gauntlets made from tiger skin. They have the effect of increasing strength. Equipment effect: Defense +4, Bonus to Strength, Speed, Constitution, and Intelligence 6000

Dragon Gauntlets

Gauntlets that increase intelligence when equipped. They have a picture of a dragon on them. Equipment effect: Defense +5, Bonus to Strength, Speed, Constitution, and Intelligence 0000

Shoes

Ordinary shoes. The soles are thin, making them unsuitable for battle. Equipment effect: Defense + Vocal Speed, Stamina, Intelligence N/A

Kung Fu Shoes

Lightweight and durable athletic shoes. Very comfortable to wear. Equipment effect: Defense +2, Vocal Speed, Stamina, Intelligence, N/A

Kirin Boots

聖獣 Shoes shaped like a Kirin. Equipping them increases your speed. Equipment effect: Defense + Blue, Strength, Speed, Stamina, Intelligence N/A 0 20 0 0

Panda

A panda that increases Agility when equipped. Accessory. Equipment effect: Speed, Strength, Speed, Stamina, Intelligence, N/A 0 10 0 0

Chow Chow

An dog-shaped accessory that increases health when equipped. Equipment effect: Defense + 8, Vocal Speed, Body Knowledge Nas 0010

Tome of Fighting Arts

A book containing secrets about combat. Increases intelligence. Equipment effect: Defense +5, Vocal Speed, Body Knowledge Nas 0010

If used during battle, Fukei's Feather will summon the winds of Fuki to attack the enemy.

Effect: Attack

Gourd

When used in battle, it absorbs the enemy's HP and converts it into your own.

Effect: HP Recovery

Veronica persica, Thlaspi arvense

Use during battle to recover a small amount of HP.

Effect: HP Recovery

Ragweed

When used in battle, it can restore a small amount of HP.

Effect: HP recovery

White Clover

Using it during battle recovers your HP by about 20.

Effect: HP Recovery

Anman (sweet bean bun)

A bun filled with lots of red bean paste. Using it during battle recovers your HP by about 150. Effect: Recovers HP

Aged wine

Delicious Chinese wine, whether served cold or warm. Using it during battle recovers HP, but you'll get drunk.

Effect: HP Recovery

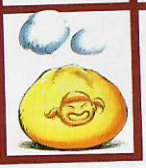
Steamed Meat Bun

A bun filled with plenty of meat and vegetables. Using it during battle also restores the HP of those around you. Effect: HP recovery

Peach Bun

Peach-shaped bun. The filling is white bean paste. When used in battle, it can also restore the HP of those around you. Effect: HP recovery

Shark Fin Bun: A supreme delicacy. This is Hoi-Han Restaurant's prized dish, made with lavish use of shark fin. Restores your HP by 999. Effect: HP recovery



Guardian Herb

A medicinal herb that only grows in bamboo forests. It has the effect of curing the epidemic in Won's town. It is a particularly rare type of medicinal herb, and only a few plants still exist.

Prehistory Chapter

"Contact"

A primitive world without words, where intentio ns are conveyed through gestures. A strong yo ung boy and a gorilla become entangled in an incident surrounding a mysterious beautiful girl.

Pogo [Protagonist]

Special Moves

Initial HP 120 Usable Weapons ● Wild Weapons

Level	Name	Explanation
0	Thump-thump	Blunt weapon technique. A kicking technique that inv
2	, Boom-boom	olves striking the enemy with a blunt weapon. A fart
3	Uho Poo	technique that inflicts damage by kicking. A mental technique that inflicts poison and paralysis. A choke
4	Goo-goo,	technique that emits sound waves to put enemies to
5	Gui-gui, B	sleep. A flying technique that chokes and paralyzes
6	uzz-buzz,	enemies. A recovery technique that can attack distant enemies. Can absorb the enemy's HP.
7	Gaboracho	
8	Creak creak	Fire technique. A mental technique that ignites a fire to
9	Whoo~ Whoo~	burn everything. A falling technique that damages all ene
11	Zudogeradein	mies with a loud voice. Jump and headbutt.
15	Dode Gesden	Blunt weapon technique. Violently strikes the enemy.

An primitive boy who lives with Gori. He has an excellent sense of smell and the ability to find enemies by sniffing them out. He has many techniques agains t single enemies! His destructive power is great. Let Pogo do the main attacks. He grows quickly and his HP increases rapidly, so he can take attacks instead when Gori or Beru are in a pinch. The battle will become much easier once he learns 'Woah~ Woah~' which attacks all enemies.

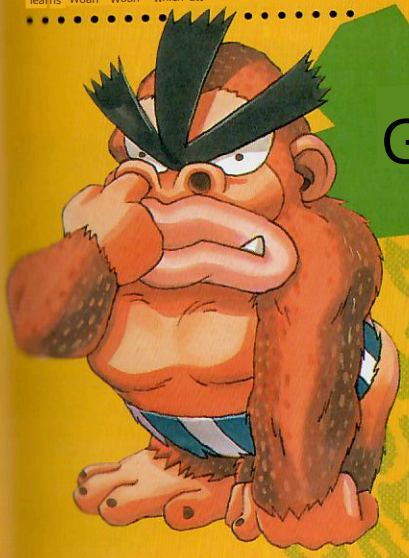
Gori

Initial HP 120

Special Moves

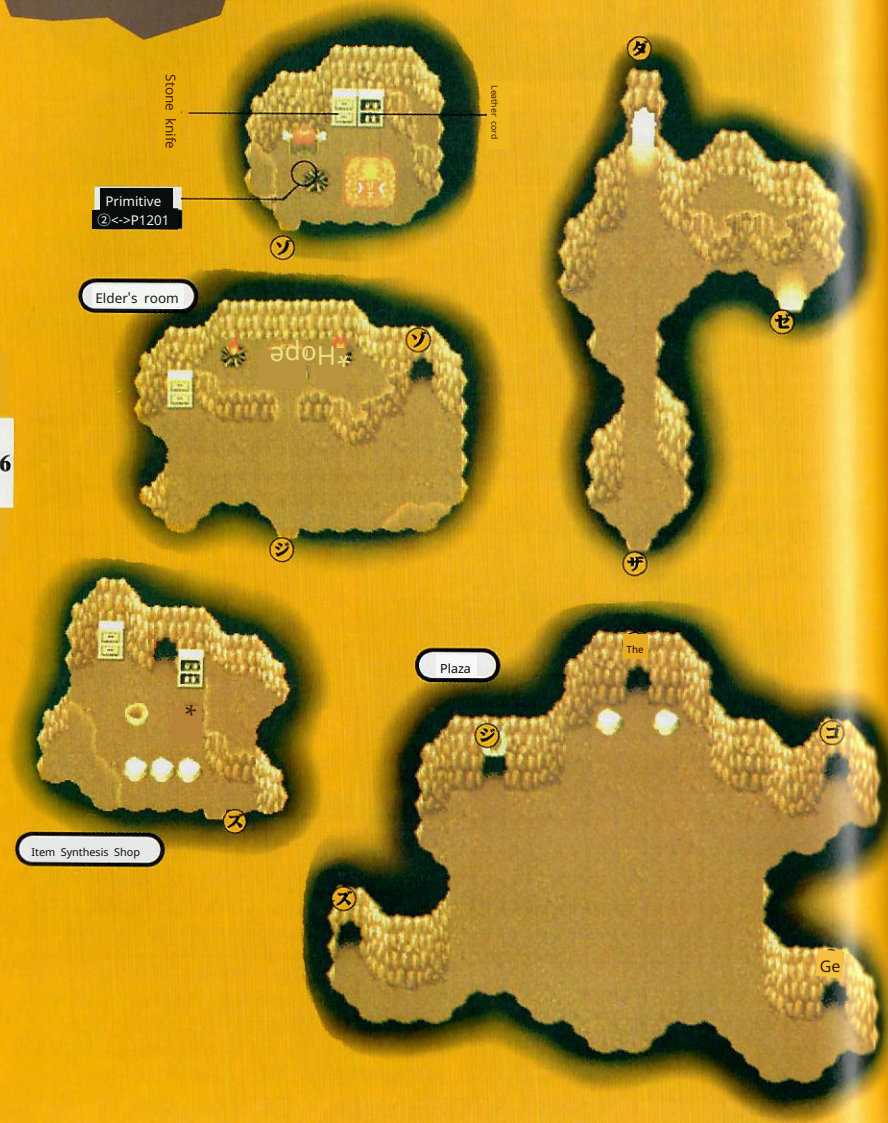
Level	Name	Explanation
0	Nga	Hand technique. A mental technique that sc
1	Uho	ratches nearby enemies. A damaging throwi
5	Ukki	ng technique that affects a wide area. Long range + wide-area attack fart technique. A s
7	Uki Puu	exy technique that can attack a wide area.
91	Dogodogo	A sharp technique that attacks distant enem
1	Ngo	ies. Can absorb the HP of enemies.

A gorilla who is a good partner for Pogo. Living according to his instincts, his goofy charm is appealing. He has fewer special moves than Pogo, but many of his techniques inflict damage on enemies over a wide area. Once you can use the 'Ukii', 'Uki Puu', and 'Dogodogo' techniques, it's convenient w hen multiple enemies attack at the same time.



Pogo's Home

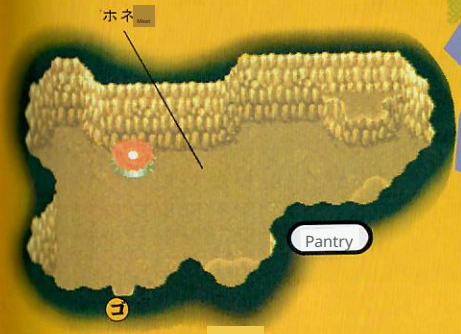
A settlement of primitive people where Pogo and Gori live. One midnight, an unfamiliar beautiful girl named Belle wanders in, causing an uproar.

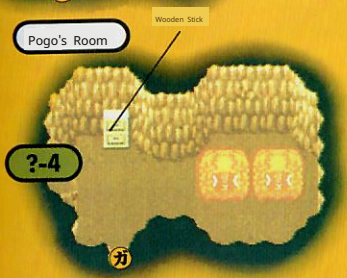


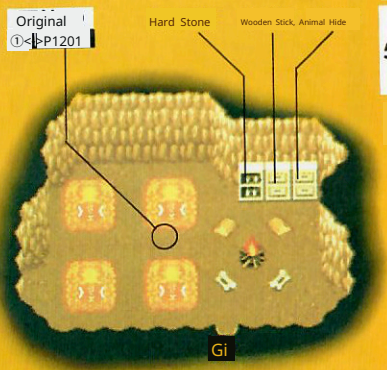
Level	Name	Explanation
0	Balmy	Blunt weapon skill. Strikes nearby enemies.
1	Te-Te	Kicking technique. Attacks the enemy with kicks.
3	Fure Fure R	Restores health in 9 squares around the user. A special technique.
7	uru	Spirit Tech. Attacks distant enemies with a loud voice.

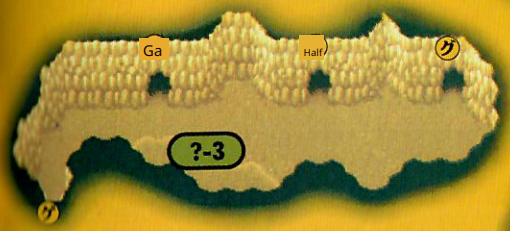
A beautiful girl who escaped from being sacrificed to dinosaurs and fled to P ogo's dwelling. She is rescued by Pogo and joins him on his adventure. Initia lly, she is a burden due to her limited skills and low attack power, but once she learns "Cheer Up!", she can be useful as a dedicated healer.

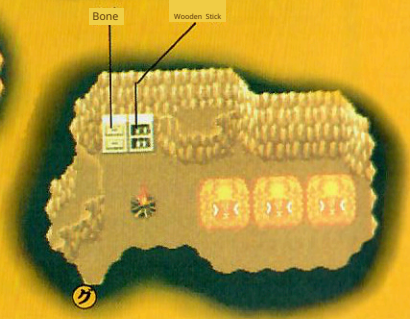
Belu

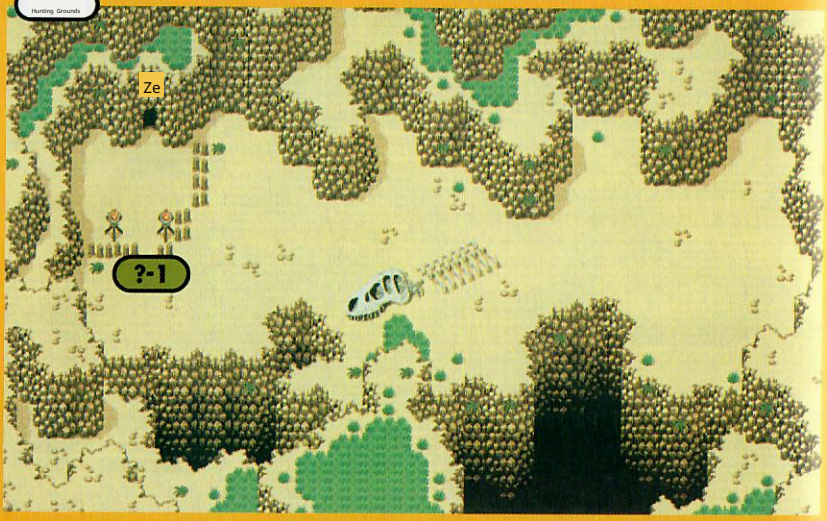






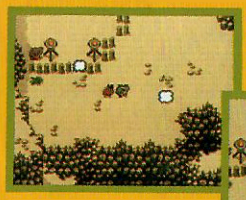






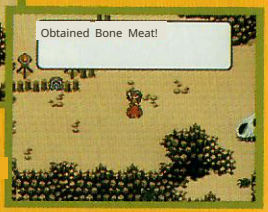
?-1 I've been thrown into the hunting grounds!

If you talk to the man and the elder in front of the hunting grounds, Ikinari Pogo will be put outside the fence. If you press the Y button as instructed by the elder at this time, you can sniff and find enemies. If you fight and bring back 3 bone meats, you can put them in the shelf.



A hazy, smoky substance indicates the enemy's scent. Encountering the enemy is likely if you walk near the source of the smell.

If you fight and defeat enemies, you will obtain 'Bone Meat.' Once you have 3, talk to the Elder waiting in front of the fence.



?-2 Something's in the pantry at night!

Let me explain the sequence of events that lead to meeting Beru. Go to Pogo's bed to advance to night. Wake up in the middle of the night and wake Goli in the pantry. Confirm that one "Bone Meat" is missing, then leave the room. Enter the pantry and poke the straw to make something run away. Once the straw stops reacting, sniff around and poke the straw that smells suspicious. The straw will flee to the far right. When the item screen appears, select "Bone Meat." Leave the room. Approach the straw again, and Beru will join your party.

You can use 'Bone Meat' from the food storage to offer for eating, so it's okay even if you don't have 'Bone Meat' on hand.

?-3 There's a sleepy person in front of Pogo's room!

You can push the sleepy caveman, but you still can't enter the room.

Straw to hide Bell in the food storage

Even if you try to enter Pogo's room with Bell, there's a caveman sleeping right in front of the entrance, preventing you from entering. To get rid of him, you need to go back to the food storage and cover Bell with the stacked straw.

You can use any of them. Just hide your presence and come. M

?-4 Bel has hidden in the straw again!

In the morning, the caveman notices the bone meat is gone and comes roaring in. Surprised, Bel hides in the straw again and offers another item. At this time, you can choose either "Bone Meat," "Huge Bone Meat," or "Gigigaga's Ring." The primitive man is delighted, and the story progresses. →P1201

Depending on the item offered, Bel may not only be pleased but also take unexpected actions. See the Truth Unveiling Chapter for details.

The caveman who was guarding the exit of the wilderness is facing away. If you talk to him, the Zaki will attack.

Pogo and his friends, for the third time,

A rival to fight!

Zaki

Initial Equipment ● Thump-Thump Axe

Special Moves

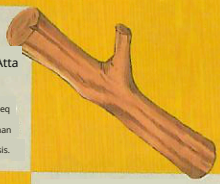
Level	Name	Explanation
0	Gaganggo	Blunt weapon technique. Strike with a wild weapon.
1	Barikikyūn: Kicks a wide	area. It is also a counterattack technique.
2	Bari Tank	A long-range attack kick technique where you fly and collide
3	Gogon Ga	with your butt. A lizard technique that kicks away nearby ene
4	Bari Dream	mies. An attack that launches a lizard for a wide-range, long-
15	Bari Bloom	distance attack. It's a counterattack technique.

Enemy cavemen who you will fight alongside Pogo as you chase after Taberu. They are skilled in long-range attacks using lizards dangling between their legs. They move around quickly, so if you move carelessly, you're likely to be attacked first. To defeat them, it's effective to repeatedly use "Uho Poo" or "Uki Attack," which have a slight slowing effect. In the last battle, you'll fight Odio together with Pogo and the others.

Item Guide

In the prehistoric chapter, items include ordinary weapons and armor, as well as "materials" used for item synthesis. By combi ning materials, you can create powerful weapons and armor.

Material

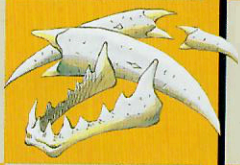


Wooden Stick
"Wild Weapon/Material" Attack Power + 4
An ordinary wooden stick. Can be eq uipped in either the left or right han d. Mainly used for weapon synthesis.

Rice Capital
[Wild Weapons/Materials] Attack
A weapon made from animal bones. Can be equipped in eit her the left or right hand.

Beast Horn [Material]
Equipping it on your head increases your strength. As a material, it is essential for the "Clapper Case" and "Gigi/Gaga Hoop".

Beast Fang [Material]
When equipped as an accessory, it increases Strength by 4. Mainly used for synthesizing accessories.

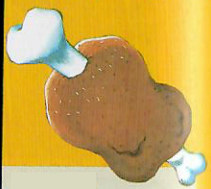


Fur
[Armor/Material]
Warm fur that can be equipped to a unit, adding +4 to defense. Primarily used for synthesizing armor and headwear.

Hard Stone
[Attack Consumable] An attack item that can be thrown at enemies in battle. Used to synthesize the same attack consumable, "Stone Knife."

Otai Hide [Material]
Required for synthesizing "Poko Poko Drum", "Wild Bag", and "Wild Armor". Often dropped by Arcosauras and others.

Recovery item



Bone Meat
[Recovery Consumable]
Eating it moderately restores HP for one person. It's a basic recovery item that can be easily obtained by defeating enemies.

Jumbo Bone Meat
[Recovery Consumable] When consumed, it greatly restores the HP of allies within a 9-square radius around you. You'll want to have a lot of these for the final battles.

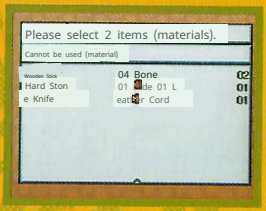
Item Synthesis System

Create powerful weapons and armor!

There's an item synthesis shop where you can combine two material items to create a new item. High-performance weapons and armor...

It can only be obtained through item synthesis. When you reach the area around Zaki's cave, the enemies suddenly become much stronger. Therefore, it is necessary to prepare strong equipment through item synthesis beforehand. Items that can be created through synthesis will be explained in the Truth Revelation arc.

This is the item synthesis process. Have two or more types of materials and talk to the synthesis shop. This will switch to the inventory screen.



Place the cursor on the first material and hold A, then move the cursor to the second material and press A again.

Then, the synthesis shop will retreat to the back of the room, quickly synthesize the item, and bring it back to Pogo.

Synthesis table and synthesized items are on P.12!

Enemy character comics

Animals attack Pogo and his friends! Defeat them not only to level up, but also to plunder materials and recovery items.

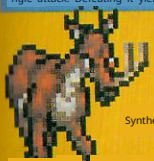
Koro Wan HP10

Attacks with "Bite" and "Intimidate," but is a weak opponent that can be defeated with a single attack. Defeating it yields "Bone."

Mammoth, HP 40 Uses "Nose Whip" and "Body Blow" at close range, but its attack power isn't very strong. Defeating it yields "Bone Meat."

Keke Mole

HP10, weak but numerous, making them annoying to defeat. They have the physical attacks "Thrust" and "Bite", and the mental technique "Kekeke". Drops "Hard Stone".



Synthetoceras. HP98. When approached, you'll be hit with "Charge", "Horn", "Hind Leg Kick", and the mental technique "Disturbance". Obtain "Beast Hide" or "Wooden Stick".

"Synthetoceras" ♀

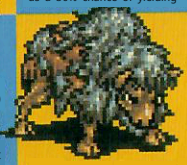
HP55. Excels at "Hind Leg Kick", "Body Blow", and the mental technique "Torture" attack. Defeating it has a 50% chance of yielding "Beast Horn".

Archaeotherium

HP 68. In addition to 'Headbutt' and 'Sharp Fang' attacks, it also recovers with 'Sand Bath.' Defeating it yields 'Beast Fang,' 'Bone Meat,' and 'Hard Stone.'

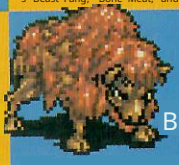
Archaeo ♀

HP 56 Attacks with 'Body Blow' and recovers with 'Sand Bath.' Defeating it yields 'Bone Meat,' or rarely, a 'Wooden Stick.'



Original Bison HP144

Intense 'Horns'. Its 'horn rush' attack is frightening. It also recovers by 'kicking the ground with its feet'. Obtain 'Bone Meat' or 'Beast Horn'.



Original Bison ♀

The HP128's special moves are the same as the Primitive Bison, including "Horn," "Horn Thrust," and "Stomping." Defeating it yields "Bone Meat" or "Pelt."

Moa

HP160. Attacks with a variety of close-range techniques such as "Beak," "Scratch," "Disturb," and "Trample." Defeating it yields "Bone Meat" or "Hard Stone."

Moa ♀

HP128 approaches and uses "Beak," "Scratch," and "Disturbance" attacks. Defeating it yields either "Fur" or a "Wooden Stick."

Saber Tiger

HP128 uses "Sharp Fangs," "Tear," and "Crush" for powerful attacks, and also uses "Intimidation." Defeating it yields "Beast Fang."

Saber Tiger ♀

Appears with HP100 Saber Tiger and shares the same set of skills. Defeating it yields either "Bone" or "Pelt".

Naumann Elephant

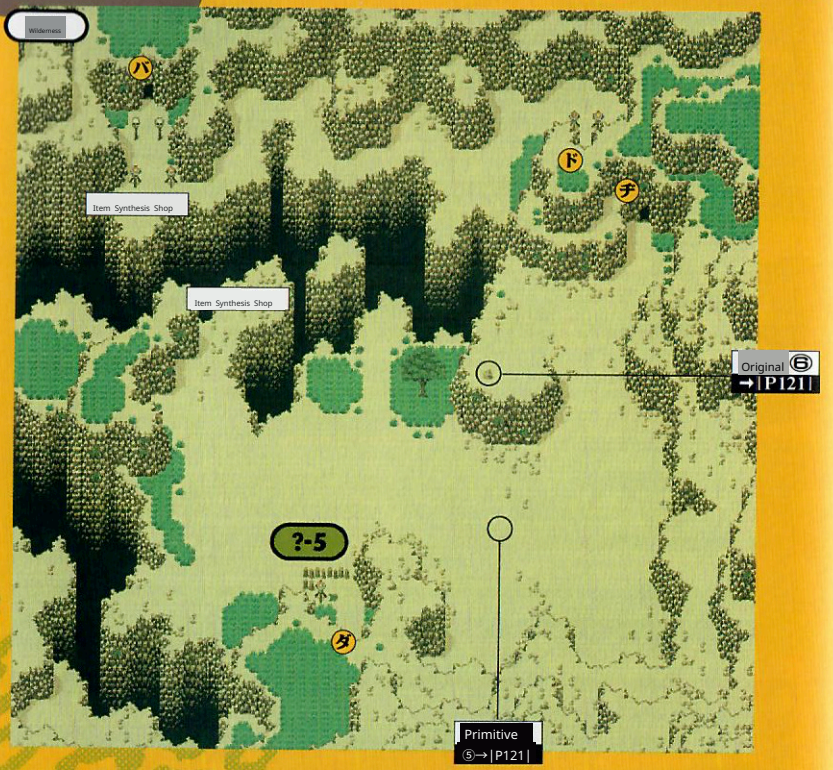
HP400: "Trunk Whip", "Stomp", and "Pummel" are powerful. Obtain either "Giant Bone Meat", "Tough Hide", or "Beast Fang."

Naumann Elephant ♀

HP 352: Skills include "Trunk Whip", "Stomp", "Pummel" + recovery skill "Sand Bath". Defeating it yields either "Giant Bone Meat" or "Tough Hide."

Wilderness ~ Through the Wilderness Cave

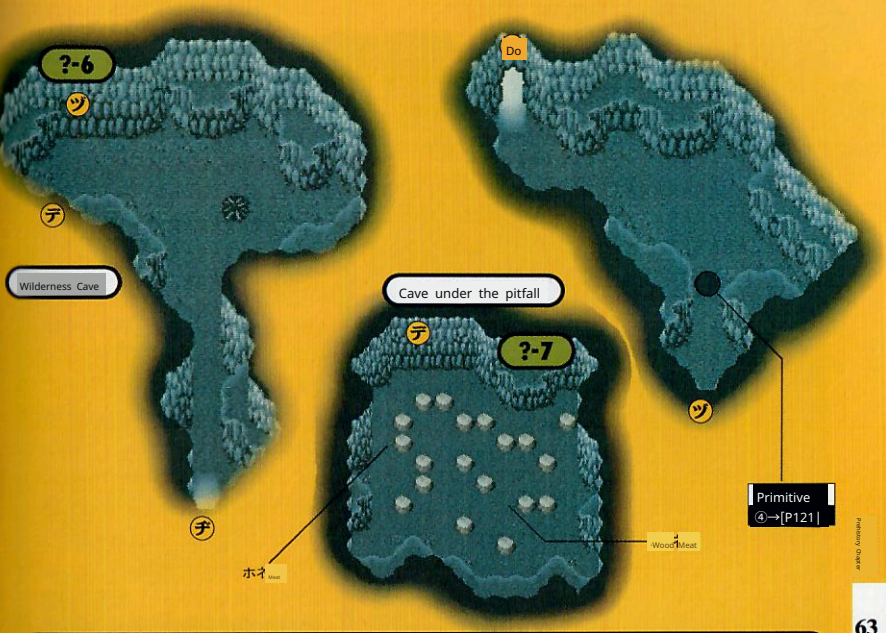
After being banished from the cave by the tribal elders according to tribal law, Bel joins and the three of them venture into the wilderness again.



What should I do after going out into the wilderness?

As you repeat battles in the wilderness, it gradually gets dark. This isn't counted by steps, but the field darkens in four stages every 20 seconds. Once it's completely dark, enter the cave in the upper right of the wilderness to advance to the next event. By the way, be careful, because if you don't level up Bell here, you won't be able to train Bell or equip items later.

Speaking to the bonfire remains inside the cave will immediately trigger the event.



?-6 Zaki ran away to the other side of the wall!

After Zaki left, Let's talk to the wall.

When we chased after Zaki, there was a trap!

After defeating Zaki in battle, Zaki escapes to a hidden cave and blocks the entrance. Pogo can't even make a dent in the wall by himself. You can wake up Burnt Gorilla and make him your ally again, so bring Gorilla with you and attack the wall one more time.

?-7 How do I get out from under the pitfall?

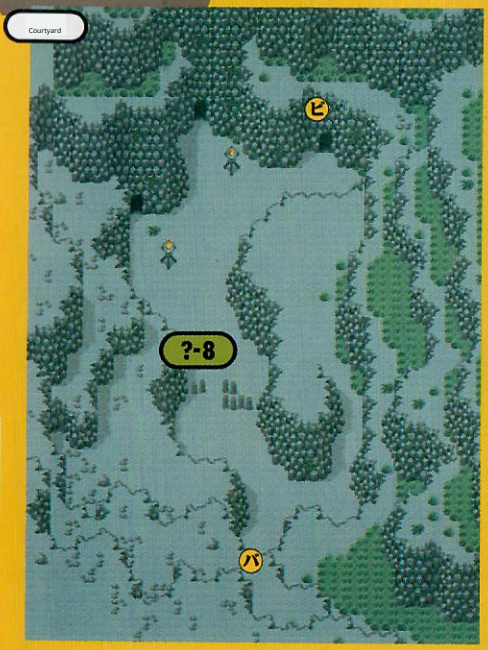
When Pogo and the others wake up from their flowery dream, they find themselves in a dark cave. They are uneasy because they cannot see the passage clearly, but they should rely on their sense of smell to move around here. If they smell a good scent, they can distinguish Zaki's scent in addition to the enemy characters. Then, they can escape from the wall where Zaki's scent is leaking. The cave is not very large, so refer to the map above and proceed calmly.

The flower field stretching out before you is actually inside Pogo's dream. Bel appears and the event progresses after walking 100 steps.

If you find a wall emitting a 'Zaki' scent, knock on that spot three times. You should be able to escape safely.

Sozaki's Cave

To save Beru, They finally head into the final battle with Zaki. However, an unexpected ending awaits them there!

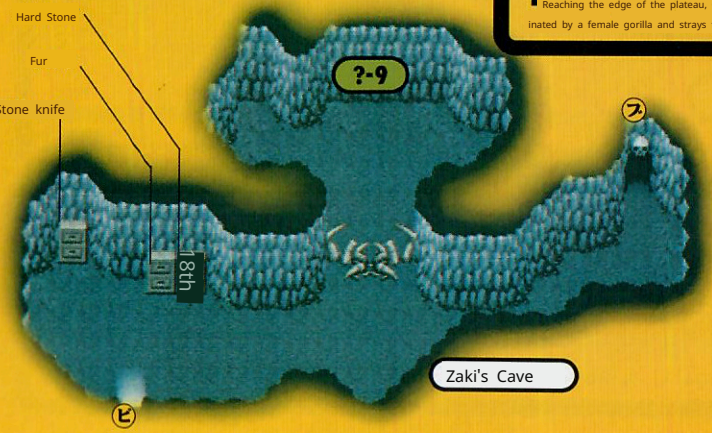


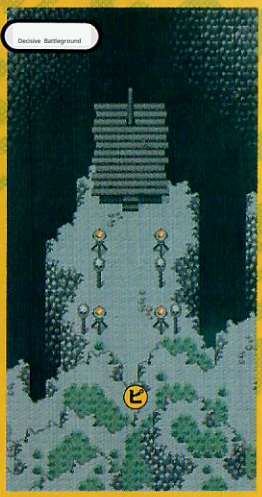
?-8 Cave of the Kitachi)

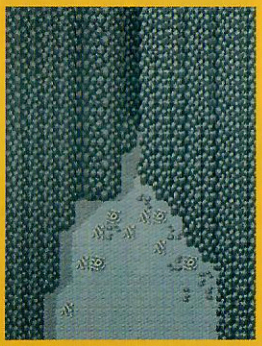
Can't get inside!

Even if you reach the village where Zaki and the others are, there are guards at the entrance, preventing you from entering. For now, let's head to the northern edge of the high ground on the right. This will trigger an event, allowing you to enter the shelf. If you try to enter the left or central entrances at this time, enemies will attack endlessly. There's no end to how many you defeat. Honestly, aim for the upper entrance on Primitive ⑤. →P121

1 Reaching the edge of the plateau, Goli becomes fascinated by a female gorilla and strays from the group.







Gori is acting strange! ?-7

When you enter Zaki's cave, there's a Gori surrounded by female gorillas, in a state of ecstasy. Talk to Gori five times, and he'll finally wake up and rejoin the party. Once you get here, it's a straight shot to the final event at the decisive battleground. By the way, from this point on, you can see the Watanabe event in the Prehistory chapter, and the humanoid rock in the wilderness will also react.

→[P121 [P121| Primitive ④ Primitive ⑥

Pogo delivers iron-fisted punishment to a gorilla in a harem state! Afterwards, there's even a female gorilla following him.

The Ku Tribe attacks from the passage leading in from Bo's entrance. But after defeating 10 of them, no more will appear.

Enemy character

たち Part 2

Just before reaching Zaki's cave, every enemy becomes incredibly tough to deal with. However, the rewards, such as items, are also greater when you defeat them.

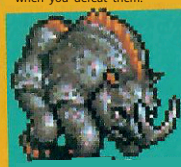
Alcoura 22 HP●4

Its techniques, such as 'Sharp Fangs,' 'Crunch,' and 'Tail Whip,' are all powerful. Defeating it yields 'Hard Hide' and 'Beast Fang.'

Alcosa ウラ♀ HP●192

In addition to 'Sharp Fangs,' 'Crunch,' and 'Tail Whip,' it also uses 'Body Slam.' Defeating it yields 'Hard Hide' or 'Beast Fang.'

Brontotherium HP304



Its techniques include 'Horn Rush,' 'Headbutt,' and two types of healing. Defeating it yields 'Hard Hide,' 'Beast Horn,' or 'Hard Stone.'

Bronto Woo HP288

Posses 'Headbutt' attack, and recovery skills 'Sand Attack' and 'Stomping'. Defeating it yields 'Hard Hide' or 'Wooden Stick'.

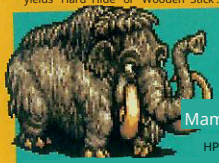
Farularkos HP272

Unleashes 4 types of skills: 'Crunch', 'Beak', 'Tear', and 'Dive'. Defeating it yields 'Bone Meat' or 'Hard Stone'.

Farular Kos ♀ HP●40

"Beak", after pulling, "Crush" "Tear", "Dive". Defeating it yields "Fur", "Hard Stone", or "Wooden Stick".

Mammoth HP544



skills are 'Vine Whip,' 'Sharp Fang,' 'Stomp,' and 'Body Slam.' Defeating it yields 'Giant カ Bone Meat' and 'Beast Fang'.

Mammoth, female HP480.

Posses 'Stomp,' 'Vine Whip,' and 'Body Slam' attacks, and has the healing ability 'Quorn.' Obtain 'Giant Bone Meat' or 'Fur'.

Kuu Clan HP●40

Acquire the techniques 'Bone Throw,' 'Bone Axe,' 'Bone Slam,' and 'Wiggle Dance.' Equip 'Bone' and 'Kemono Head,' then attach Munage.

The Final Enemy

O~di~o~

Defeat it with three long-range attackers! A vicious dinosaur attacks the Pogos. If you get too close, you'll be hit with powerful 'Bite,' 'Tear,' and 'Knock Down' attacks, and even from a distance, it will 'Dive Bomb.' To defeat it, form a formation like the one in the picture on the right and focus your attacks from a slightly distanced position with the long-range attacks of Pogo, Gori, and Zaki. Have Pogo, who has a lot of HP, take the enemy's attacks, and have Beru specialize in healing.

HP●992

This is the optimal formation. Make the most of Beru's 'Cheer Up'.

A time when Japan was at its most turbulent and passionate

It was called the "Bakumatsu." In that turbulent era, a lone ninja living i

n the shadows of history with a "secret mission" was given a secret mission to rescue a man!!

A secret mission to rescue a man was given!!

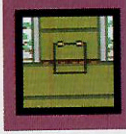
Oboromaru

A young ninja of the Enma Ninja Corps. His skills are still rough, but he possesses a talent that surpasses even the leader, Hayate. That talent blooms one after another in battle, and he can ev en absorb the opponent's techniques.

Can he accomplish the given secret mission?

Initial Level 2, Initial Equipment: Kanesada, Shinobi Gauntlets, I nitial HP 120, Usable Weapon: Katana

LV	Skill Name	Effect
0	Shinobi Cut	Cut down opponents with a deadly, lightning-fast strike.
1	Cross Slash	Changes the direction the opponent is facing at the same time as slashing.
2	Ninja Art: Firefly Inferno -	Creates a sea of fire around oneself.
3	Water Style Jutsu	Knock the opponent away with a water pillar
4	Fire Style Jutsu	Attack surrounding opponents with pillars of fire
5	Poison Mist	Scatters poison around
6	Chaotic Shuriken Throw	Attacks with shurikens from a distance
7	Ninja Art: Illusion Butterfly	Uses wind to send poison butterflies to put the opponent to sleep.
8	Sand Djinn Technique	Summons a sandstorm to seal the opponent's abilities.
9	Ninja Art: Snow Tree G	Freezes the opponent with a blizzard
10	ale, Ninja Art: Kamaita	Sends blades of vacuum to distant opponents
11	chi Shura's Seal	Recovers health by absorbing the opponent's life force
12	Ninja Art: Firebird	Attacks a wide area by launching a mechanical firebird.
13	Ninja Art Top Spin:	Rotates the opponent to change the direction they are facing.
14	Shadow Straight Line	An assassination technique that pierces the opponent's vital point with a single thrust.
16	Ninjutsu Cornflower	The ultimate swordsmanship to slash distant opponents



[Secret Art] Cloak of Invi sibility: Blend into the scene ry to hide an d escape fro m enemies. P ress the Y but ton to use it at any time.

Imprisoned Man [Saka moto Ryoma]

Initial Level 9, Starting Equipment: Yoshuyuki, Initial HP: 120, Usable Weapons: Guns, Swords

A man who aimed to bring about the dawn of J apan, living his life like a dragon. He aban doned the way of the sword, but possesses the skills of a Hokushin Ittō-ryū master. He is impriso ned in the dungeon of Ote Castle.

LV	Skill Name	Effect
0	Drawing Wolf Fang Archery	Attack the weapon to lower the opponent's level
1	Intimidation Shot	Use a gun to stop the opponent's movement
2	Hokushin Ittō-ryū	Swing the sword from above to deliver a powerful blow

Overall view of Otte Castle

There's a herd of 100 men inside the castle. You are free to kill as many as you want. Prioritize rescuing Ryoma.

52 men

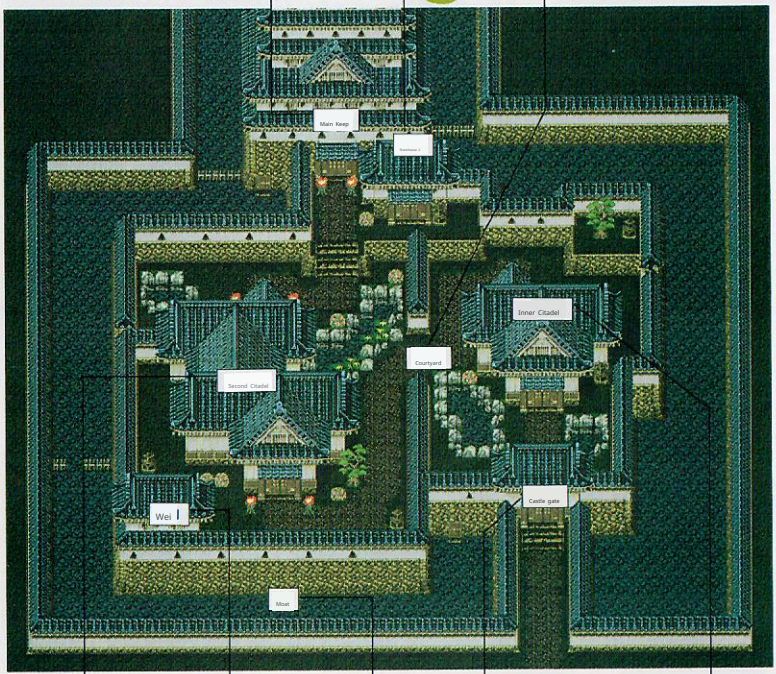
Main Keep
Domain samurai...4+ people, Clan samurai...10 people, Ronin (masterless samurai)...3 people, Foreigners...2 people, Merchant...1 person, Chief retainer...3 people

Ninja .....8 people
...3 people
2 people
その他 le 16A
'Other' refers to specific characters that do not belong to the types listed above.

Storehouse 2
0 people

From Ninomaru to Inchinomaru: Ronin servant ... 2A2 people
Merchant 1人
5 people

From Ninomaru to Honmaru: Ronin...1 person, servant...2 or 3 people



Ni-no-maru 20 people
Ronin, merchant, ninja, samurai, clansman, maidservant, female ninja, chief retainer
3 people, 2 people, 4 people, 2 p, 6 people, 6 people, 1 person, 2 people

Storehouse 1
Ninja .8 people
8 people

Moat
Ninja .3 people
3 people

From the castle gate
To the inner citadel
Servant 4 people
4 people

Ichimaru 5 people
Servant 2 people
Feudal retainer 1 person
Ronin Koshi-moto .1 person 1人

From the castle gate to the innermost citadel

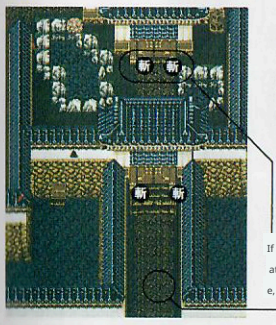
Item 1 chainmail

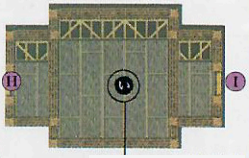
[Castle Gate]

斬 4 people

From the castle gate to the innermost citadel, there are only four enemies. The ones at the gate can be ignored if you don't head towards the exit.

The attic of the castle gate cannot be entered without following the wall. You can climb onto the wall from the attic of the secondary enclosure.





The center of the attic has a pitfall. Avoid the center as you proceed.

If you choose 'Escape' when battling the guy at the entrance, you can avoid fighting.

Bakumatsu 1 → [P124]

[Ichinomaru]

Slash 5 people

The connection between rooms is simple, with no particularly important points. If the wandering samurai is aiming for a 0-kill streak, they should use the Stealth Grass to hide and evade.

The first strong enemy is a Ronin. It's a good idea to ignore him until you level up a bit.

The password and information are entered here. The password is a repetition of "kawa" and "moto." It's a repetition.

If aiming for a 20-kill streak, quickly evade him and open the treasure chest. Don't forget the equipment.

Bakumatsu Character Catalog 1

In Odawara Castle, various enemies await, including monsters, beasts, and machines, in addition to humans. If you know the enemy's secrets, a 100-kill streak is not a dream! That guy

Level 2, HP 40, low attack power and HP, can be defeated with one hit.

Merchant

Level 4, HP [illegible]. The damage of 'Bribe' varies depending on the number of coins thrown.

Foreigner

Level 4, HP 120. Appears in the dungeon. Good at long-range attacks.

Retainer

Level 4, HP 50. Like merchants, they are good at using the 'bribe' attack. Weak.

Ronin

Level 4, HP 100. Be careful of their high attack power 'Slash'.

Feudal retainer

Level 2 HP 110 Blue Hakama Clansman. High HP but not very strong.

Strong Clansman

Level 9 HP [illegible] Tea-colored Hakama Clansman appearing in the main castle. A formidable enemy.

Eight Swordsmen:

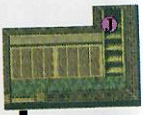
Level 9, HP 96. Appears on the [illegible] floor of Honmaru. The battle is conducted with 8 people simultaneously.

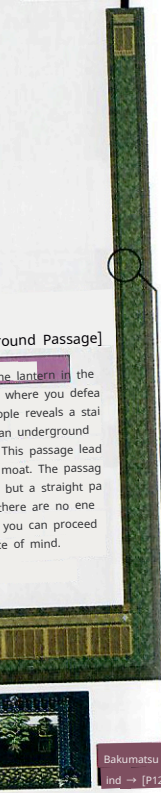
Kunoichi (female ninja)

Level 6, HP 64. Be careful as she usually disguises herself as a lady-in-waiting.

Courtyard

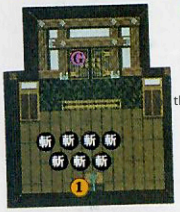
Item ① Dungeon Key ② Koban 3 Genji Gauntlets ④ Ote Shuriken ⑤ Genji Tabi ⑥ Izanagi Scroll 77 Chonmage ⑧ Tenmusu ⑨ Castella 10 Storehouse Key II Empty Shell 12 Water God Tabi



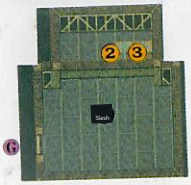


[Storehouse 1]

新 8 people

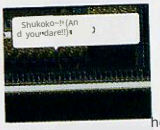


To get the dungeon key, you must defeat the 7 ninjas who appear one after another. Four of the five ninjas in the attic will disappear if you defeat the real body, their clones.



[Moat]

新 3 people



You can escape even after entering combat.

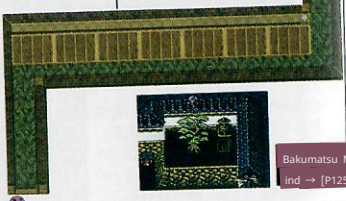
Moving shadow in the water. Beware of Iwama-sama!

→ [P124]

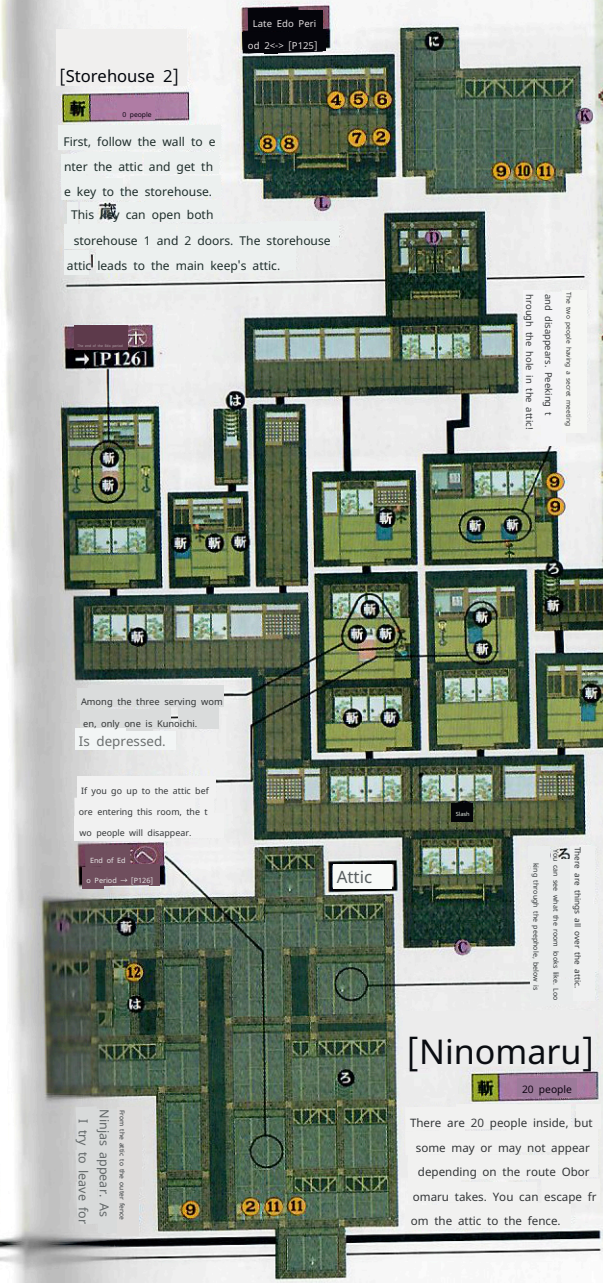
The moat contains 3 ninjas and the giant carp Iwama-sama. You can't dash or use the Cloaking Mino in the water, making you an easy target. Unless you're aiming for a 100-man kill, there's no need to enter the moat.

[Underground Passage]

Moving the lantern in the courtyard where you defeated 0 people reveals a staircase to an underground passage. This passage leads to the moat. The passage is long but a straight path, and there are no enemies, so you can proceed with peace of mind.



Bakumatsu Mind → [P125]



Ninja

Level 8 HP 96

Attacks with shurikens fro
m a distance. Be careful.

A pair of ninjas, leve
l 8, HP 9[illegible], appear simult
aneously, but their abilities
remain the same.

Group of 4 ninjas

Level 8, HP 964, you have t
o fight them all at once, so
it's hard to defeat them.

The Three Komuso Monks

Level 8, HP 192. Each one h
as high HP and powerful tech
niques. They are quite strong.

Mike

Level 8, HP [illegible]4. A monster that ex
cels at close-range combat and als
o uses recovery techniques.

Okyo Leve
l 6: HP 8[illegible]. Weapon att
acks are ineffective. Focus
on using Ninjutsu.

Five Ninjas

Level 4: HP 40. Four out of the f
ive ninjas are clones. Defeating th
e real one will eliminate them all.

Five Ninjas (Real)

Level 4: HP 80. Occa
sionally uses 'Major
Rage Rock Split'.

Gokoumon, Le
vel 8, HP [illegible]96. Has high HP a
nd powerful techniques; t
here's no need to fight it.

Turtle side

Level 1[illegible] HP 288. High
defense, so be prepar
ed for a long battle.

[Main Keep 1F ~ B3F]

Item ① Kotetsu ② Izanagi Scroll ③ Koban ④ Shinobi Torimochi ⑤ Key Rope ⑥ Fujin Scroll

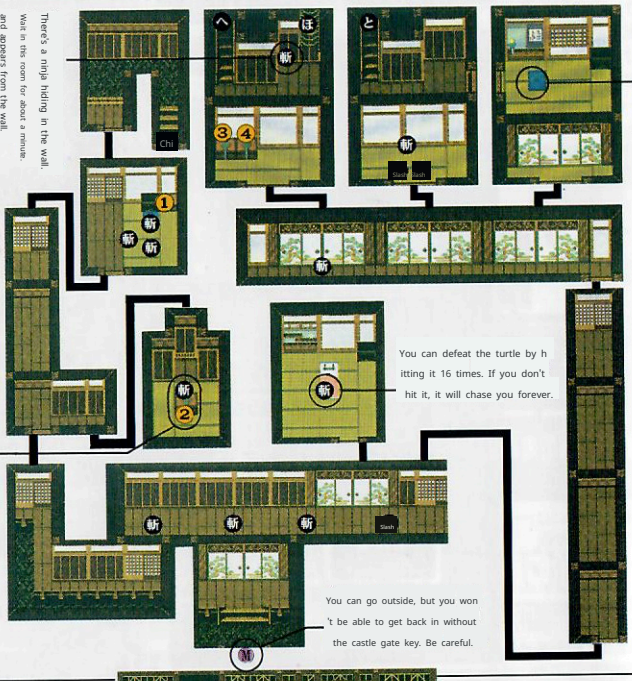
[1st Floor]

Killed 14 People

Defeat Karakuri Genn ai and obtain the cas tle gate key on the 2 nd floor to be able t o enter and exit fro m M. Among the pat rolling clansmen at t he main castle entra nce, there is one str ong clansman. Be ve ry careful as he is ov erwhelmingly stronge r than the blue clans men.

There's a ninja hiding in the wall. Wait in this room for about a minute, and appears from the wall.

So, avoid stepping on the zabuton cushions. Stepping on them will trigger a mechanism.



You can defeat the turtle by h itting it 16 times. If you don't hit it, it will chase you forever.

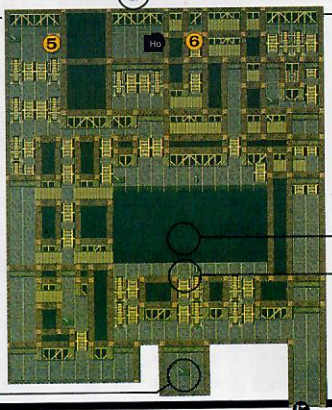
→|P126|

You can go outside, but you won 't be able to get back in without the castle gate key. Be careful.

[Attic]

Slash 0 people

Infiltrate the main building's first-floor attic from the se cond storehouse's attic. Descend to the first floor using the rope ladder, then go up the nearby stairs to mov e to the main building's second floor. Descending anothe r set of stairs from the second floor allows you to mov e freely on the first floor.



If you lose your footing or are 'dropped' from the belt, you will fall into a hole. The bottom of the hole i s in a jail cell on the first basement floor.

You won't die if you fall. It's a hassle to go back.

There are a total of 5 switches in the a ttic. Moving the switches changes the m echanism, allowing you to move to plac es you couldn't reach before.

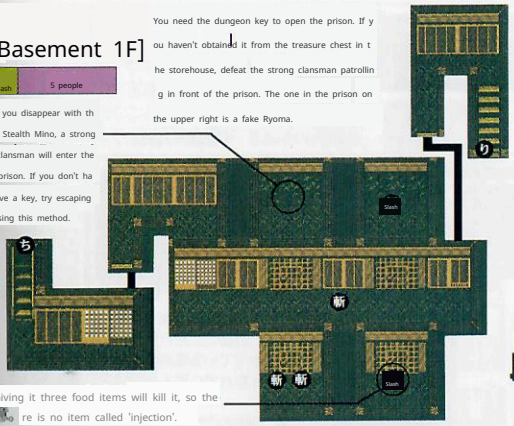
If you have a grappling hook, you can easily mo ve to the other side. The grappling hook can be used even in the attic on the 2nd to 4th floors. However, be careful because it can only be used once.

[Basement 1F]

Slash | 5 people

You need the dungeon key to open the prison. If you haven't obtained it from the treasure chest in the storehouse, defeat the strong clansman patrolling in front of the prison. The one in the prison on the upper right is a fake Ryoma.

If you disappear with the Stealth Mino, a strong clansman will enter the prison. If you don't have a key, try escaping using this method.

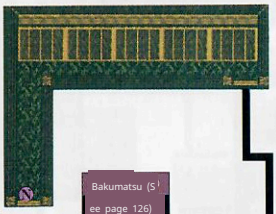


Giving it three food items will kill it, so there is no item called 'injection'.

[Basement 2]

2 people

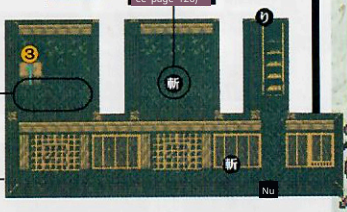
Ryoma Sakamoto and Goemon are captured in the prison. If you approach Ryoma without defeating Karakuri Gennai, you will fall into a trap. Amakusa Shiro awaits in "Basement 3".



Bakumatsu (See page 126)

The koban is a trick.

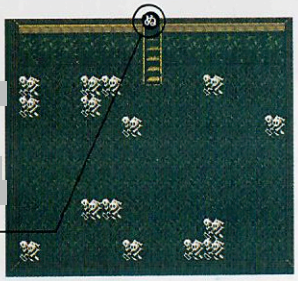
Can be obtained by defeating the inner part.



[Basement Floor 3]

0 people

After defeating all eight Hitodama, fight Amakusa Shiro immediately. If you dawdle, the Hitodama will quickly revive. Defeating Amakusa will make Ryoma join your party.



■Amakusa absorbs Hitodama and resurrects repeatedly. You cannot defeat Amakusa unless you defeat the Hitodama.

Three

Bakumatsu Character Directory

Hannya-maru

Level HP 2[illegible]1 [illegible]gh attack power makes close combat disadvantageous. Fight from a distance.

Wit Boy

Level 11, HP 336. Excels at using "Nenbutsu" to put opponents to sleep. High HP.

Tiger

Level ●6 HP●94

Tonchi Bozu frequently uses close-range attacks.

Receives "Half Moon Style [illegible]lling Technique" from Kyoshiro level 11, HP 160. And is put to sleep.

Lord Iwama

Level 17, H[illegible] 2032, the strongest enemy in the Bakumatsu Chapter. Be prepared for a long battle.

Majin Ryunosuke

Level 15, HP 1248. Its attack power is high, so attack with long-range attacks.

Minions of Enma's Hand, Level 9, H[illegible] 1604. Appear simultaneously. Skilled in long-range attacks.

Lady Yodo

Level 8, HP [illegible]4, located on the 3rd floor of the Honmaru, has low HP and is easily defeated.

Amakusa Shiro

Level 8, HP 3[illegible]4. Approaches with a wide range of techniques for close, mid, and long distances.

Karakuri Gennai

Level 9 H[illegible]400■ It's best to fight from a distance as it has a counterattack technique.

Main Keep [2nd-3rd Floor]

Item ① Kanesada ② Ote Shuriken ③ Koban ④ Tenmusu ⑤ Fuma Shuriken ⑥ Castle Gate Key ⑦ Fudo Myoo Talisman ⑧ Ninja Tekko ⑨ Grappling Hook 10 Genji Helmet Ⅱ Scroll of the Wind God

[2nd Floor]

Slain 4 people

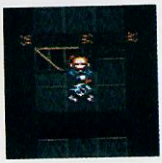
Besides the castle gate key, there are no particularly important items or events. The castle gate key cannot be obtained until Karakuri Gennai is defeated on the 4th floor. Note that all clansmen appearing on the 2nd floor and beyond will be strong clansmen (tea-colored hakama clansmen). Be careful when fighting them.

The sword hanging on the wall can be taken. There are other places where swords are hanging, not just here. If you find them, be sure to take them.

[Attic]

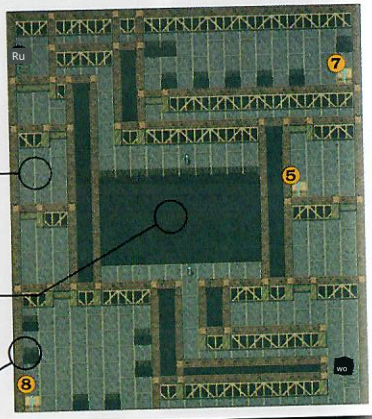
Slash 0 people

The mechanism in the second-floor attic is a trapdoor. It opens and closes at regular intervals. If you're not confident, save your progress each time you pass a trap. Falling into a hole will drop you into the dungeon.



To get through this trap, you'll need quick controller skills like in an action game.

As with the first-floor attic, you can use the grappling hook to take a shortcut. Falling will send you straight to the dungeon.



→ P127

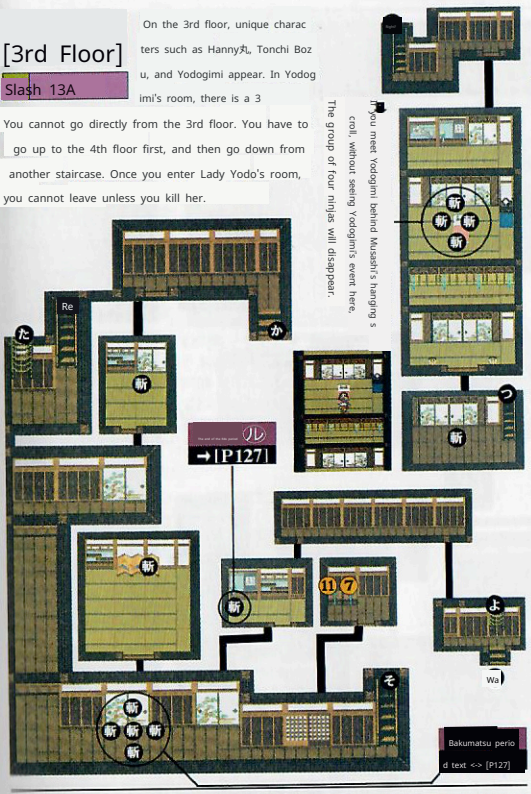
[3rd Floor]

Slash 13A

On the 3rd floor, unique characters such as Hanny丸, Tonchi Bozu, and Yodogimi appear. In Yodogimi's room, there is a 3

You cannot go directly from the 3rd floor. You have to go up to the 4th floor first, and then go down from another staircase. Once you enter Lady Yodo's room, you cannot leave unless you kill her.

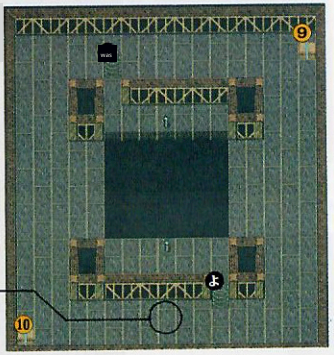
If you meet Yodogimi behind Musashi's hanging scroll, without seeing Yodogimi's event here, The group of four ninjas will disappear.



[Attic]

0 people

When you go up to the attic, a large number of Karakuri dolls will attack you. Use the Cloak of Invisibility skillfully to escape. If caught, you will be dropped into the dungeon.



●If you defeat Karakuri Gennai, the Karakuri dolls will also disappear. Let's defeat Karakuri Gennai first.

A List of Figures from the Late Tokyo

Electrode

Level 3, HP 96 Karakuri Gennai's escort. It self-destructs when attacked.

Wooden Pillar

Level 7 HP128. It barely moves, but occasionally rams.

Candlestick

Level 2 HP96. It ignites. It won't do anything unless attacked.

Fire Trap Level 8 HP160. It shews flames. Destroying the source of the trap will eliminate it.

Gas mechanism level 5, HP 62, emits poison pollen. Destroyed when the mechanism's source is defeated.

Ice mechanism

Level 7, HP 1[illegible]0, deals cold damage. Disappears when the source of the mechanism is defeated.

Mechanism's 元

Level 6 HP 30 Defeating this will cause the mechanism to break down.

Water Buddha Statue

Level 5 HP 20 Uses "Water Style Jutsu." Appears in the attic on the 4th floor.

Flame Buddha Statue

Level 9 HP 20. Uses 'Fire Ton Technique' and 'Ninja Art: Firebird'.

Jura Buddha Statue

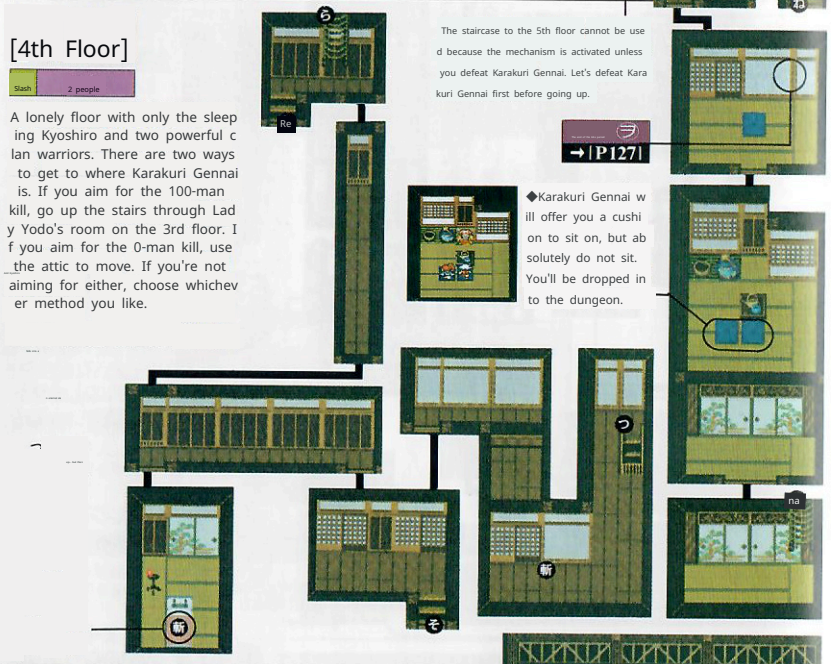
Level 5 HP 23. Uses 'Shura Seal' and 'Ninja Art: Firefly Flame'.

Item ① Genji Armor

[4th Floor]

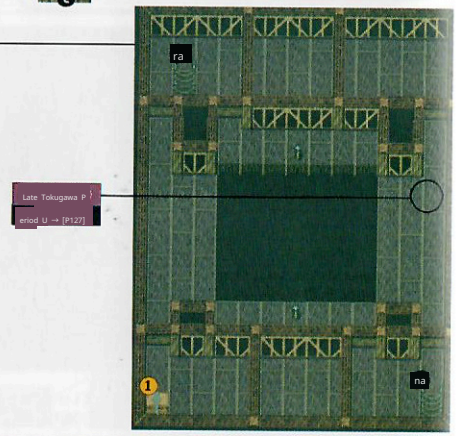
Slash 2 people

A lonely floor with only the sleeping Kyoshiro and two powerful clan warriors. There are two ways to get to where Karakuri Gennai is. If you aim for the 100-man kill, go up the stairs through Lady Yodo's room on the 3rd floor. If you aim for the 0-man kill, use the attic to move. If you're not aiming for either, choose whichever method you like.



斬 0 people

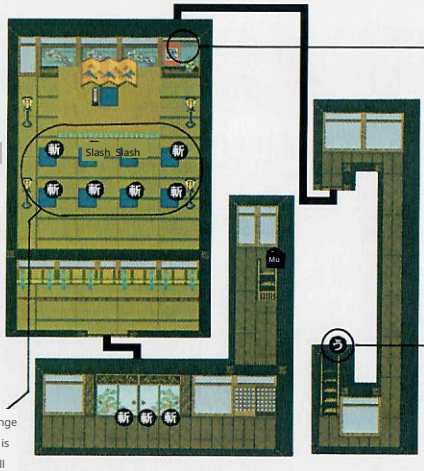
Attic on the 4th floor with many trick Buddhist statues lined up. If you have a grappling hook, you can create a shortcut, but if you don't, you can't proceed without knocking down the Buddhist statues. This is because if you try to pass between the Buddhist statues, another Buddhist statue will suddenly appear and block the way. If you defeat Karakuri Gennai, all the trick Buddhist statues will disappear. You can explore after that.



[5th Floor]

11 people

If you haven't rescued Ryoma by the time you get here, Ryoma will join your party during the event. Otein-Ou, concerned, summons the spirit of Miyamoto Musashi and flees to the 6th floor. If you don't defeat Musashi's spirit, it will chase you endlessly. Yodo-dono is also in front of the stairs.

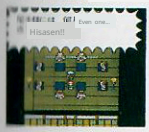


Miyamoto Musashi Level 12, HP 1000. A formidable enemy with a wide attack range, high attack power, and high HP.

Yodogimi

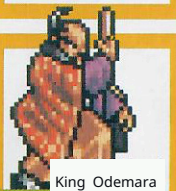
Attacks with level 9, HP 448 techniques that have additional effects such as intoxication and poison.

The Eight Swordsmen event changes depending on whether Ryoma is in your party or not. Ryoma will definitely join your party here.



Ryoma and his companions fight the Eight Swordsmen

Ryoma is Otoromaru to save from a pinch.



King Odemara

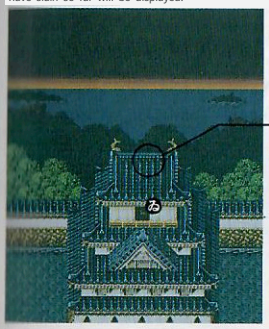
Level 1 HP352

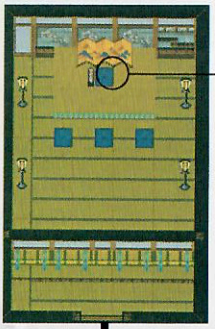
Its attack power isn't high, so it can be defeated relatively easily.

[6階]

Slayed 1 person

The final battle with King Odemara is finally here. If you win the fight on the 6th floor, Odemara will climb onto the roof and transform into his true Toad Serpent form. Then, he will challenge you again. And if you defeat Odemara, the ending will play, and the number of people you have slain so far will be displayed.



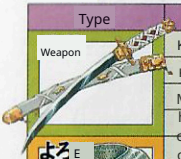


Toad Snake Transformation Level 13 HP600, a boss in the Edo Period chapter. It specializes in poison and paralysis attacks.

Item Data

In the trap-filled Ote Castle, items are often hidden in unexpected places.
Refer to the truth-revealing section starting on page 124 to find all the items.

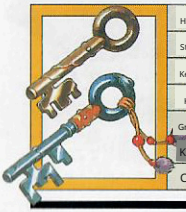
Equipment

Type	Item Name	Effect
 Weapon	Kanesada	Attack +8. A katana that Oboromaru is initially equipped with.
	Kotetsu	Attack power +16. Obtained on the 2nd floor of the main castle, it becomes Oboromaru's main weapon, a katana.
	Muramasa Yoshiyuki's lady's obi, fluttering collar, chain mail, Genji armor, Mary's veil, top knot	Attack +40. The strongest weapon in the Bakumatsu Chapter. Guarded by the Demon God Ryunosuke. Attack +40. Sakamoto Ryoma's beloved sword, "Mutsu no Kami Yoshiyuki." Has an added paralysis effect. HP +1. Equipped in the accessory slot. Obtained by defeating the chambermaid. Intelligence +2. Equipped in the accessory slot. Obtained by defeating the foreigner. Defense +8. Although the defense is low, it is useful in the early stages of battle. Found in Ichinomaru. Defense +30. Can evade projectiles and water techniques. Found on the 4th floor of the Main Keep. Defense +20. Can evade fire, spirit, and evil techniques. Obtained by defeating Amakusa. Defense +1, Intelligence +2. Besides the treasure chest in Warehouse 2, it can also be obtained by defeating a clansman. Defense +15. The strongest headgear in the Bakumatsu Chapter. Found on the 3rd floor of the Main Keep. Defense +1, Speed +4, Intelligence +7. Evades evil techniques. Obtained by defeating the merchant.
Headwear	Genji helmet, evil	
Gloves	abacus, ninja tekk	
	o (hand armor), Genji gauntlets	Defense +2, Speed +8. Ohoromaru's starting gloves. Defense +4, can evade sharp techniques. Found on the 3rd floor of the Main Keep.
	Well, I'll be, a water god's journey, a Genji's journey	Defense +5. Nullifies Water, Poison, Fire, and Electric floor damage. Defense +2, Speed +5. Nullifies Water floor damage. Found in Ninomaru. Defense +4. Nullifies Fire floor damage, avoids Earth techniques. Found in Storehouse 2.

Item

Attack	Ote Shuriken	Projectile. Can attack opponents at long range.
	Ninja's Birdlime Fuma Shuriken	Immobilizes opponents with "Sticky Hell." Also has a poison additional effect. A projectile. Also has a poison additional effect. Has a wider effective range than Tail Shuriken.
	Acala's Charm, Scroll of the Wind God	Performs a fire attribute attack with "Immovable Karma Fire." Effective against distant opponents. Performs a wind attribute attack with "Raging Storm." Effective against distant opponents. "Water Calling Tone" can be equipped as an accessory in addition to being used for attacks. Moderately restores HP to all allies within the effective range (area).
Recovery	Aqua God Scale Tenmus	
	Tu Castella	Can recover from status ailments other than petrification along with area major recovery. Greatly recovers the entire party's HP and recovers from status ailments other than petrification. A permanently usable recovery item. When equipped as an accessory, increases Intelligence by +3.
	Izanagi Scroll Inro	

Scenario Item

 Hidden Mino	Press the Y button to hide in the background and disappear from the opponent's sight. Required to open the doors of Storehouse 1 and Storehouse 2. Found in the attic of Storehouse 2. Required to enter the main gate of the Main Keep. Found on the second floor of the Main Keep.
Storehouse Key	
Castle Gate Key	
Dungeon Key	Allows you to open all underground dungeons. Obtainable from a treasure chest in Hidden Cellar 1 or by defeating a powerful clan warrior.
Grappling Hook	Allows you to create a shortcut by bypassing the mechanism in the attic.
Koban	Required for events related to the number of Koban you possess.
Clockwork	The power source for the Karakuri Maru. Obtainable by defeating Karakuri Gennai after defeating the electrodes.

Medieval Chapter

"The Demon King"

A vast forest. A castle standing tall and dignified. The majestic mountain of the hero. The ominous mountain of the Demon King. Now, in this land, a legend of kings burdened with the shadows of glory and defeat is born...

Lucretia Castle

- Defender Attack +5, HP +10. Can be equipped in either the left or right hand.

Joshua's Fruit
Restores status ailments to one person within a 3x3 range.

- Discarded Clothing
Clothing simply discarded by a townsperson. Defense +1.

This thing
Equipping it grants +1 to HP. During battle, it decreases the enemy's speed.

Healing Herb
Restores own HP. Useful to use frequently when HP is low.

The World's Dungeons (P.102)

To the Southern Forest of Lucatia

A Demon Lord Resides in the Eastern Mountains

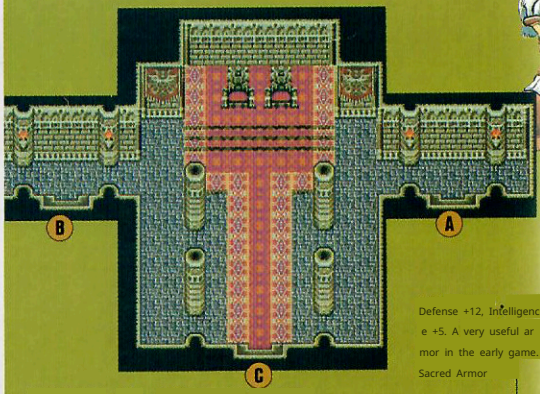
Possessing an Evil Heart and Evil Power
Having taken on an evil form...
He is one who hates everything.

There is a hero in the western mountains
Possessing a strong heart and great power
Become a figure of valor,
To defeat the Demon King...

1 Orsted

Fight in the arena

A showdown with Amhurst Armstrong in Lucretia's arena. If you win, you'll face Straybow. He can be defeated with two hits of 'V Shine'. Victory grants you the right to propose to Princess Alicia.



2 Princess Alicia is kidnapped

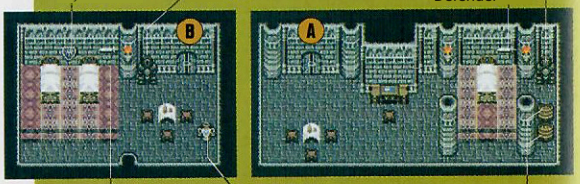
After conversing with Princess Alicia on the terrace, Dragoon suddenly appears. Furthermore, while Orsted is fighting, the Demon Lord kidnaps the princess.

Defense +12, Intelligence +5. A very useful armor in the early game.
Sacred Armor

Defense +8, Speed -6. For the left hand.
Royal Shield.

Defense +4. Equipped by Orsted. Leather Armor.

Defender



Normic Sword, Attack +8. For the right hand. Equipped by Orsted.

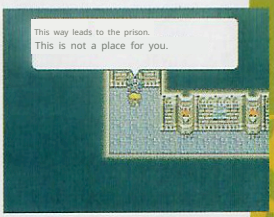
Alice's Biscotti
An item that greatly restores HP lost during battle.

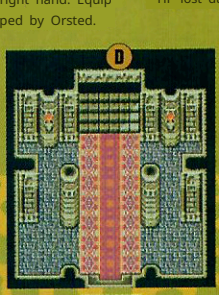
Healing Herb

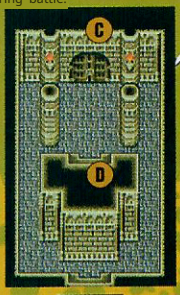
Entrusted

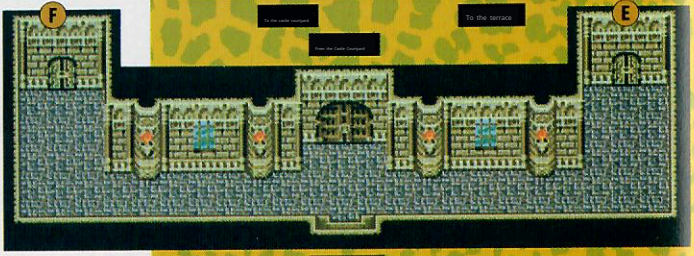
Embark on a journey

After hearing the message from the king, receive items from the townspeople and depart. Straybow is waiting in front of the gate and joins the party.









It will be after Do is falsely accused. I can't. Entering the Orsted adventure means starting in a prison cell.

Chario Boots: Def ense +2, Speed +10 ,

Sallet
Defense +5. Olsted's first obtainable helmet.

Sacred Armor

Healing Herb

Nomic Sword

-Royal Shield

Alice's Biscotti

Unicorn Horn

Leather Gauntlets

Dungeon

Leather Gauntlets
Defense +2, Speed +5.

Healing Herb, Joshua Fruit

Axian Sword
Right-hand equipment with Attack +13 and Strength +12. Very useful in the later stage s of the game. Found in a private hous

Familio's V illage

Dungeon of Knowledge (P.98)

House of Uranus

Private House

Cure Herb Cure Herb

Dungeon of Knowledge (P.98)

House of Uranus

Dungeon of Knowledge (P.98)

Mountain Cabin

Mountain Cabin

Hero's Shield
Defense +10, Speed +4, Intelligen ce +8. Hash's strongest shield.

Dungeon of Knowledge (P.98)

4 Listen to the old man's sto ry in Familio Village

Talk to the old man in Familio. T ake note of the magnificent shield hanging in the old man's house. Aft er that, head to Hero's Mountain.

The grass growing in front of the house is a Naoigusa, a recovery item.

5 Visit the man in t he mountain hut

Speak to the man standin g outside the mountain hu t just before the summit. Follow the man who igno res you into the hut and pay attention to the shield hanging on the wall.

6. Go to the old man again

Enter the old man's house and f ocus on the shield again to trig ger an event, and the old man = Uranus joins the party.

Take Uranus, who joins wi th 7 Hash, to the m ountain hut on Hero's Mou ntain. Upon entering the hu t, Uranus and the man talk, and the man = Hash joins the party. After this, climb to the summit of Hero's Mo untain, and Hash obtains th e 'Bryion'.

Naori Herbs can be harvested repeatedly. Ev en after harvesting a Naori Herb, it can be harvested again each time the map change s. You can go back and forth as many time s as you like until you reach the inventory l imit of 99, so that you can use them with plenty of leeway in case of emergency.

Hero's Mountain

Bryion

Attack +30, Strength +22. For the right hand. Required to enter the Demon Lord Mountain Cave.

Mountain Hut (P.81)

Skill Dungeon (P.94)

Instinct Dungeon (P96)

Naori Herb

To the Southern Forest

There aren't many opportunities to cli mb mountains in the main story, but you'll be climbing them many times in the final chapter. To avoid being c onfused by the complex terrain, mak e sure to carefully understand the m ap with your own eyes.

8 Infiltrate

To Demon King Mountain

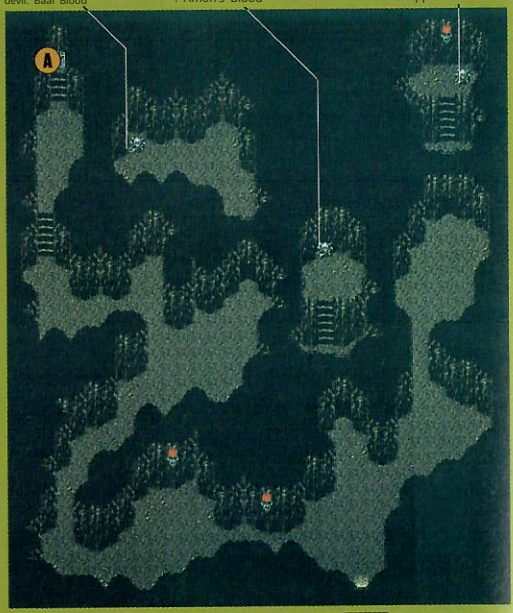
Hash unseals the seal, and the entrance to Demon King Mountain opens. A battle with the Demon King awaits at the summit. You can defeat him by repeatedly using "Destrail," but after the battle, a massive earth quake occurs, and the party must escape from the mountain.

The Demon King is a formidable enemy. Place Hash on the front lines and fight using "Destrail."

Combat item. Inflicts poison damage with the "Wine" of the devil. Baal Blood

Battle item. Deals fire damage with "Hell's Magma". Amon's Blood

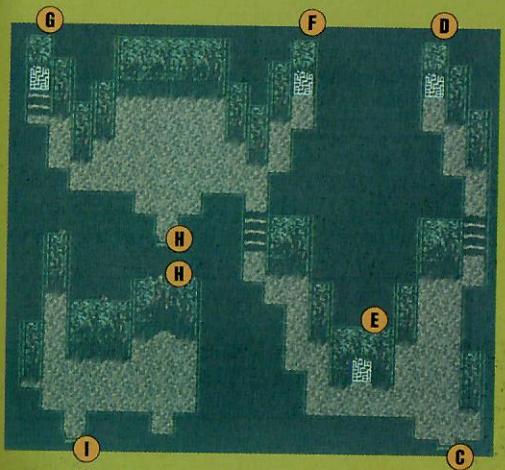
Battle item. Deals damage with "Forbidden Temptation". Eden's Apple

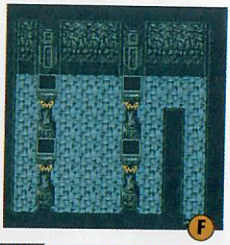


Alice's Biscotti

Amon's Blood

Oerba blood



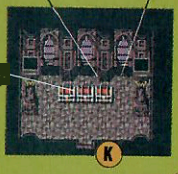


9 Orsted Falsely accused

He returns to the castle and speaks to the king, and an event occurs that night. After fighting the Demon Lord (Shadow), Orsted is falsely accused of regicide and escapes the castle alone.

An accessory that allows you to attack with "Magician's Specter" during battle. Solomon's Bone.

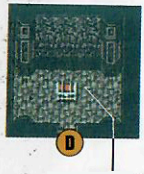
When used in battle, restores status to the entire field. Unicorn Horn.



Greatly restores HP of characters in a wide area.

Frame Armor

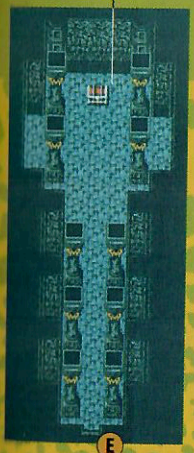
Defense +36, Intelligence +20. Armor that halves fire damage.

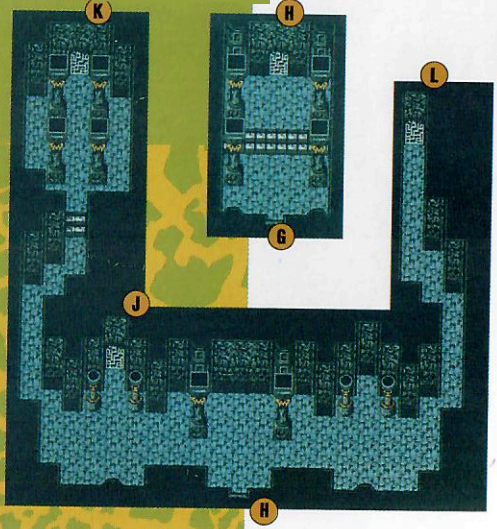


An accessory that allows you to attack with "Petrifying Gaze" when used in the Argos' Eye battle.

Defense +16, Intelligence -20. Prevents status ailments such as sleep.

Nightmare Helmet



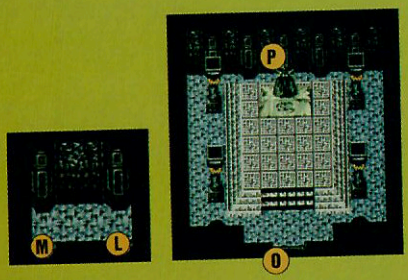


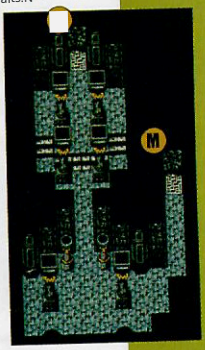
10 Birth of the Demon King Odio

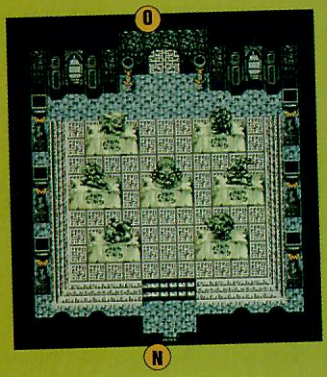
After returning to Lucrecia Castle, you will be imprisoned in the dungeon, but you can escape by talking to Uranus next door. Afterwards, go to Uranus's house, the summit of Hero's Mountain, and after seeing the flashback, head to Demon King Mountain. At the summit of Demon King Mountain, a battle with the real culprit awaits.N

Upon victory, the event

Later, the Demon King Odio will be born...

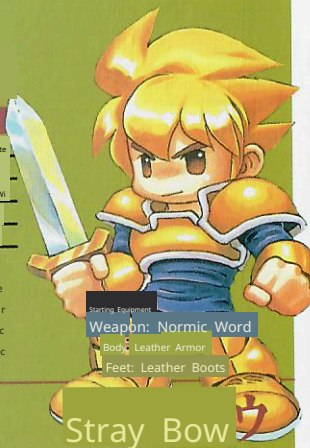






Summit

Orsted



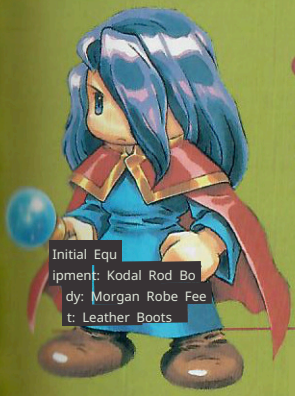
Acquired Skill

Skill Name	Attribute	Skill Name	Attribute
Cut One-Way Sharp		Razor Sonic	V-Shine Sharp
Jump Shot Brass	Link Sharp	Hexa Flange Ham	Rush Wind E
mer Power Blunt		Destrail	vil
Sword View	Wind		
Incage	Win		
Moondown	d Spirit Win		
Mirror Drive	d Wind S		
Spindle	pirit		
Dragon Soul			

A mighty warrior who won the Lucretia Castle Tournament. He heads to Demon Lord Mountain to rescue the kidnapped Princess Alicia. He excels at various attack techniques that utilize his sword.

Starting Equipment
Weapon: Normic Word
Body: Leather Armor
Feet: Leather Boots

Stray Bow

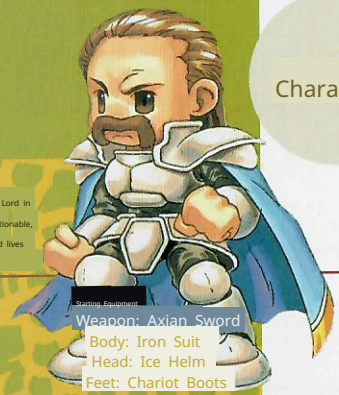


Learned Skill

Technique Name	Attribute	Technique Name	Attribute
Red Bullet Fire		Silver Freeze	Water
Silver Wind	Water Win	Blue Gale	d Spirit
Red Cage Fire		Purple Mist	t Fire
Blue Squall	Wind Spirit	Red Coat	Earth W
Purple Stray	A mage who is both a close friend and rival of Olsted. Brown Sugar Accompanies Olsted, who is heading to Demon King Mountain alone, on a journey to support him with Silver Fang and Unburst Storm. Black Abyss		ater
		A master of powerful attack magic.	Earth

Initial Equipment: Kodal Rod Body: Morgan Robe Feet: Leather Boots

Hash



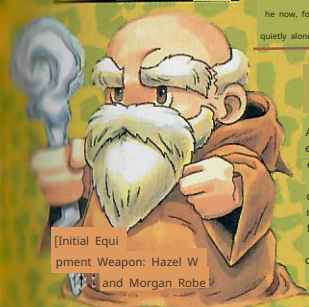
Learned Skill

Skill Name	Attribute	Skill Name	Attribute
Cut One-Way: Sharp		Destreil	悪
V-Shine	Sharp B	Dragon Soul S	Spirit Wind
Hammer Power	ludgeoni	pindle	
Jump Shot Razor Sonic	ng Rush Sharp		

A legendary hero who sealed away the Demon Lord in the past. While his swordsmanship is unquestionable, he now, for some reason, dislikes humans and lives quietly alone in the Hero's Mountain.

Starting Equipment
Weapon: Axian Sword
Body: Iron Suit
Head: Ice Helm
Feet: Chariot Boots

Uranus



A priest who once teamed up with Hash to defeat the Demon Lord. He joins Olsted and his companions on their journey. His diverse array of benevolent magic has saved the party from danger countless times.

[Initial Equipment Weapon: Hazel W and Morgan Robe

Learned Skill

Technique Name	Attribute	Skill Name	Alignment:
ue Name: God's	Good Good	Healing Prayer Sanctuary Judgment	Good Good Good
Blessing, Divine Protection, God Voice	善		

MONSTER'S

Enemy Character

Armstrong HP/120 Race/Human. A warrior who challenges you to fight in the arena. In additi on to techniques such as "Sl ash Down," he also uses poiso n attacks with "Aconite."

Dragnoon

HP/96 Race/Dinosaur

A minion of the Demon King who ki dnapped Princess Alicia. Wields 'T ear' and 'Poison Liquid' as weapons. Drops the 'Marveler Sword'.

Shaaf Stroh

HP/48 Race/Raptor A bir d that drains enemy HP with 'Blood Drain'. Defeat it before it deals massiv e damage with 'Dive'.

Iron Beetle

An insect that always moves in groups of 3-4. It recovers HP with 'Round Defense', but is n ot a strong enemy.

Mandrake

HP/12 Race/Plant. A carnivorous pl ant that spews flames by ejecting ga s from its body. In addition to 'Flam ethrower,' it also uses 'Constriction' to immobilize enemies.

Thing Eater

HP/7 Race/Mollusk. A giant sl ug that inhabits wetla nds. Defeat it from a dis tance before it drains yo ur HP with 'HP Drain.'

Light Rider HP/5. R ace/A small, animalis tic humanoid riding a beast. Attacks with " Tickle" and recovers HP with "Roar."

Freezine HP/40 Race /Plant A man-eating pla nt that grows in snowy mountains. Attacks with " Bite" and "Cold Air." Defe at it before it corners you.

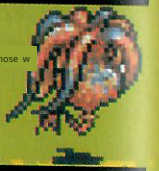
Fang Eater HP/32 Race/Mo llusk A ferocious killer leech. It stuns its target with "Body Blow"! Also, it's a monster that absorbs H P with "Strength Drain."

Naggy Bear HP/512 Race /Animal A large bear that appea rs in the Hero's Mountain. A for midable enemy with high power in all attacks. Fight using skil ls that change its facing.

Cool Bulb HP/45 Spec ies/Mollusk A type of sea sl ug that lives in ice cav es. Its weapon is the " Freezing Tentacle." O ften drops "Ice Helm."

Burn Bulb

HP/100 Species/Mollusk A leech whose w eapon is the "Burning Tentacle." I t causes a chemical reaction with its body fluids to "Explode," sa crificing itself to defeat enemies.



Liquid Straw HP/60 Species/B ird of Prey A large bird tha t stores mucus in its beak. A f ormidable enemy that attacks its target with "Sticky Liqu id" and "Dive Bomb."

Hot Beetle HP/104, S pecies/Insect: A giant beetle that incinerates targets with "Flamethro wer." It also heals wit h "Round Defense."

Lesser Dragon

HP/192 Species/Dinosaur

Dinosaurs still living on Demon King Mountain attack with powerful techniques such as "Crush" and "Dragon Flame."

Kingdom Soldier

HP/50 Race/Human Lucretia soldier. They try to protect the country from rebels with attacks such as "Slash Down," "Thrust," and "Desperate Attack."

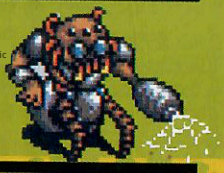
Green Knight

HP/120 Race/Elite unit of the Superman Kingdom soldiers. Their skills are the same as the Kingdom soldiers, but their high HP makes them difficult to defeat in one hit.

Anubiphobia HP/128 Race/Magical life form synthesized from a dog. If you try to defeat it with time-consuming techniques, it will be nullified by "Bewitching Howl."

Arachnophobia

HP/192, Race: Magical Life, a synthetic spider creature. It attacks with poison using "Poison Barbs" and "Poison Fangs," and immobilizes feet with "Spider Web."



Entomophobia HP/80, Species/Magical Life, a hybrid of butterfly and human. They weaken enemies with "Poisonous Scales" while gradually inflicting damage as a group.

Dragnophobia

HP/160 Species / Magical Life

Dragon hybrid. They attack with flames using "Melt Press," and their "Tail" strike is also powerful.

Claustro PH

HP/336 Race/Magical life form

A synthetic creature of rock and human. Its special move, "Cement Attack," petrifies targets. Drops "Rockfist."

Scotophobia

HP/400 Race / Magic Life

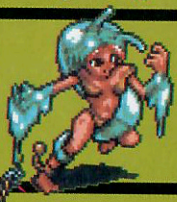
A creature composed of dark molecules. It completely drains the target's HP with "Dark Orb" and "Magic Absorption."

Acrophobia

HP/400, Species/Magical Life. A magical creature that attacks with a 'Boomerang.' Defeat it before it inflicts serious damage with 'Acrobatics.'

Feminophobia HP/560, Species/Magical Life. A synthetic human made from liquid. Uses 'Melting Love' to drain HP and 'Sweet Whisper' to lull enemies to sleep.

Uses 'Sweet Whisper' to lull enemies to sleep.



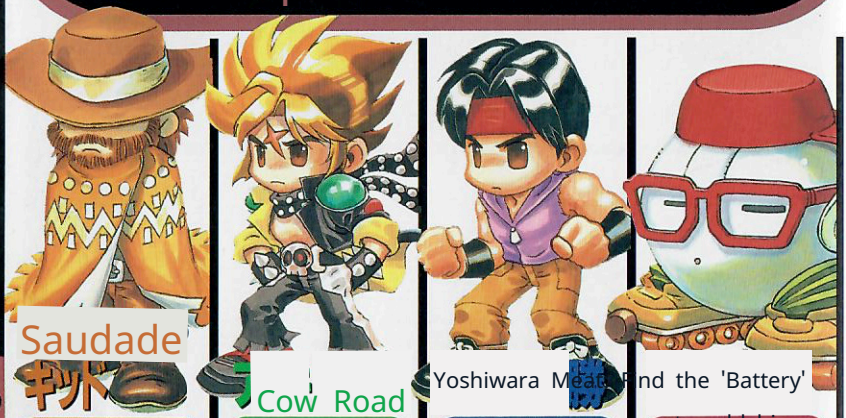
HP/720, Race: Demon, the root of all evil. "Melt Breath" and "Sonic Boom" are threats. Counterattack with "Destrail."

Demon Lord

The culprit who killed the king. A body double used to frame Orsted, Not a difficult opponent.

Final Chapter

Heroes from seven worlds were suddenly summoned to Lucretia by the hand of the Demon King. Gather allies, obtain the strongest weapon, and aim for Mount Demon. Defeat the Demon King Odio and return to your original worlds.



Saudade

If you recruit him, he will leave the protagonist's side...

① He is in the mountain hut on Hero's Mountain, but he leaves when you talk to him. This pattern continues with ② the cliff on the right side of Hero's Mountain's hillside, ③ in front of the sign in the Southern Forest, ④ in front of a private house in the castle town, ⑤ the treasure house, ⑥ the throne room, ⑦ the guest room, ⑧ the king's bedroom, and finally ⑨ he joins at the castle gate.

In the case of the protagonist, the game starts from Hash's house in Hero's Mountain.

Cow Road

If you recruit him, he stands alone in Uranus's house

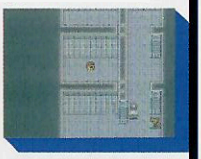
He is in front of Uranus' house in Familio Village. When you talk to him, he will ask, "You don't trust me, do you?" Answer no. He will join you on the spot. Also, if you answer yes, you will fight, but if you win, he will still join you.

In the case of the protagonist, the game starts from Uranus's house in Familio Village.

Yoshiwara Meat

When recruiting, he is training in the dungeon.

He's constantly training in the dungeon of Lucretia Castle. If you talk to him, he'll attack, initiating a battle. If you win, he'll join your party. Also, only when Sundown Kid and Cube talk to him, he will unconditionally join your party.



In the case of the protagonist, the game starts from the dungeon of Lucretia Castle.

And the 'Battery'

to add him to your Cube party

On the path to the summit on the right side of Hero Mountain, there's a battery to activate Cube. However, the name changes depending on the character who finds it. ● Pogo ???? ●Akira Battery ● Nissho Some kind of part ●Other characters Iron Box

In the case of the protagonist, the game starts from the terrace of Lucretia Castle.

Character introduction

心山拳師範

When making him a party member

Wait at the summit of Hero's Mountain

Standing on the summit of Hero's Mountain, the method of recruiting them changes depending on who the successor is. ① Yun: Just talk to him. ② Rei: Fight and win. ③ Samo: Give him a certain amount of food items, fill him up, and he'll eventually join.

→P132

In the case of the protago

nist, the game starts from Hash's gr

ave in the Hero's Mountain.

ポゴ

To recruit them: They hide in the comfrey field. When you talk to them in the comfrey field, they hide. After repeating this three times, they attack. If you win, they will join your party. However, only when you go with Rei, they will become very affection° ate and join your party unconditionally.

In the case of the protago

nist, the game starts from the sout

hern forest, a habitat of Naori grass.

Hazy Bottle Olsted

When making him a party member

In front of the sign f

or Demon Lord Mountain

While examining the sign near the entrance of Demon Lord Mountain, you'll suddenly be attacked from behind with a 'Prepare yourself!' They've mistaken you for a monster. If you win the battle, the misunderstanding will be cleared up, and they will join your party. Afterwards, they will be waiting at the entrance of Demon Lord Mountain.

In the protagonist's case, the sta

rting point is in front of the sign at the entr

ance to Demon King Mountain.

In the case of the protagonist

A great revenge against humans. No companions. No adventure. There is only revenge against the people. From the stone statues lined up in the great hall of Demon Lord Mountain, he manipulates the great evils of the seven worlds to punish foolish humans.

MONSTER LIST

		Special Moves
Xavier	HP 20	Choi ldesca Explo sion
Polydictis	HP 2	Life Golem Bribe
Oedipus	HP 40	Slash down and be humble!
Daedalus	HP 50	Strong Punch Pummeling
Queen Tail	HP 80	雅 Limphun Melt Breath
Poundbird	HP 100	Explo ding Tope Suicida
Ruby Tyrant	HP 40	Wriggling dance sex appeal
Cerberus	HP 40	Melt Breath B ewitching Howl
Nouvelle Lumière	HP 125	Diving M aser Cannon
Soul Eater	HP 25	Blood Drain
Horror Bulb	HP 60	Cold Hand Burst
Phantom	HP 32	New Wild Shot Lightning Shot
Deceased Kenpo Master	HP 36	Big Dipper Heavenly Severi ng Consecutive Kicks
Chrono Legion	HP 68	Sword View V Shine
Bare Knuckle	HP 144	Tiger Fist Front Mixed Reverse Kick
Nekomata	HP 20	Clumsy Singe r Rapeseed
Mecha Satake 98	HP 80	Ox-Slaying Spin Bow Strike
Strong-Arm Tank	HP 120	88mm Tank Can non Doryat Lariat
Entomopyrum	HP 90	Cold Hand 雅 Limphun
Brachiopelta	HP 128	Electric Dischar ge of the Film Barrier
Barbarian	HP 30	Uho pu bariburi~n

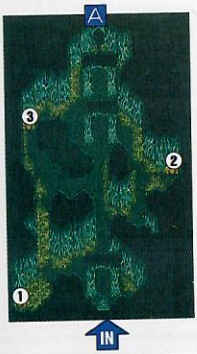
		Special Moves
Large Face	HP 144	HP Wind God Shinatsuhiko Water God Mizuhanome
Master Dragon	HP 12	Melt Breath Chomp Chomp Bullet
Ishtar	HP 1600	Escher Space M öbius Rondo
Glacial Porage	HP 120	Combination Dragon Frame
Tunayoshi	HP 100	Konowatake Sen sei Hikae Oro!
Doggone	HP 40	Crushing Illusion Howl
Granglass	HP 256	Avalanche Rear Kick
Pistachio	HP 60	Hell Fragrance
Titan Blood	HP 144	Melting Love High-S peed Liquid Bullet
Jigen Sozaemon	HP 208	Dimensional Space Rift Slash Secret Sword! Onigashima Cut
Rolling Bug	HP 31	[illegible]
Horror Ship	HP 2032	Missile Maser Cannon
Limber Cura	HP 320	Ninjutsu Firebird Sky Destr uction Whirlwind Hand
Barocrest	HP 116	Dark Orb Ma gic Attraction
Poissy	HP 1328	Sweet Nothings Sonic Boom
Helios Haunt	HP 464	Razor Sonic Hell Fragrance
World Dark	HP 2032	Metal Hit Vapor Explosion
Shadow	HP 240	Kekeke Mel ee Retreat
Voice Heart	HP 800	Wonderful H itotsuki
Apophisphio	HP 488	Silver Fang Des trail

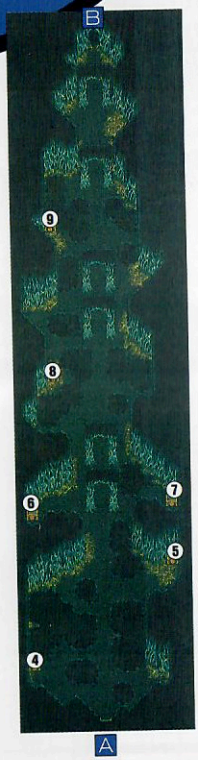
Chicken Power Dungeon

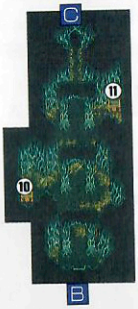
If you don't have the power to defeat the gatekeepe r at the Necessary Character Highland Nissho Gate, you are not qualified t o enter here. If Highland is in your party, the gatekeeper will appear at th e foot of Hero's Mountain, on the right-hand side.

Dungeon Guide

The map is a very simple, straight path. There are no encounters until you reach th e room with the strongest item. However, t he treasure chests in the passage are also sealed and cannot be opened. When you t ake the strongest item, the seal is broken, and fierce encounters begin in place of th e treasure chests opening. The enemies ar e high level, and those without power will not be able to come out alive.







NEW Item Data

Amethyst Shield
150+15

Goddess's Gauntlets
DE +12 INT 16

Golden Topkn ot 70+5 #00+5

Strongest Bandage
AT 50, Power +90, HP +80

ITEM

①Magic Pendant ②Hol y Water
③Empty
④ Chariot Boots
⑤ Goddess Bracers
⑥ Empty ①
Amethyst Shield ⑧
Golden Topknot
⑨ Blood Enchantment
⑩ Ice Helm
① Mermaid Bottom

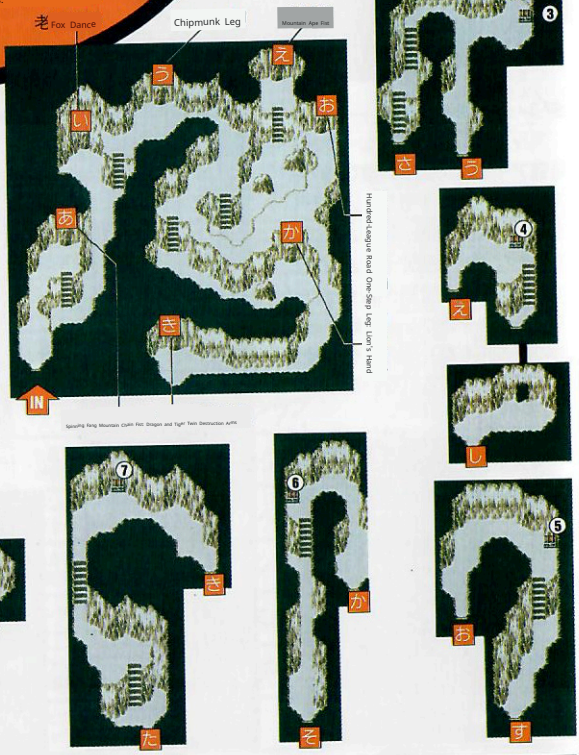
技 TECHNIQUE

This dungeon

A dungeon that tests your skill, where you can take shortcuts based on your proficiency with the Mind Mountain Fist Master character. The higher the level of techniques you can use, the more shortcuts you can take. Located to the left of Hero's Mountain. The entrance is blocked by rocks.

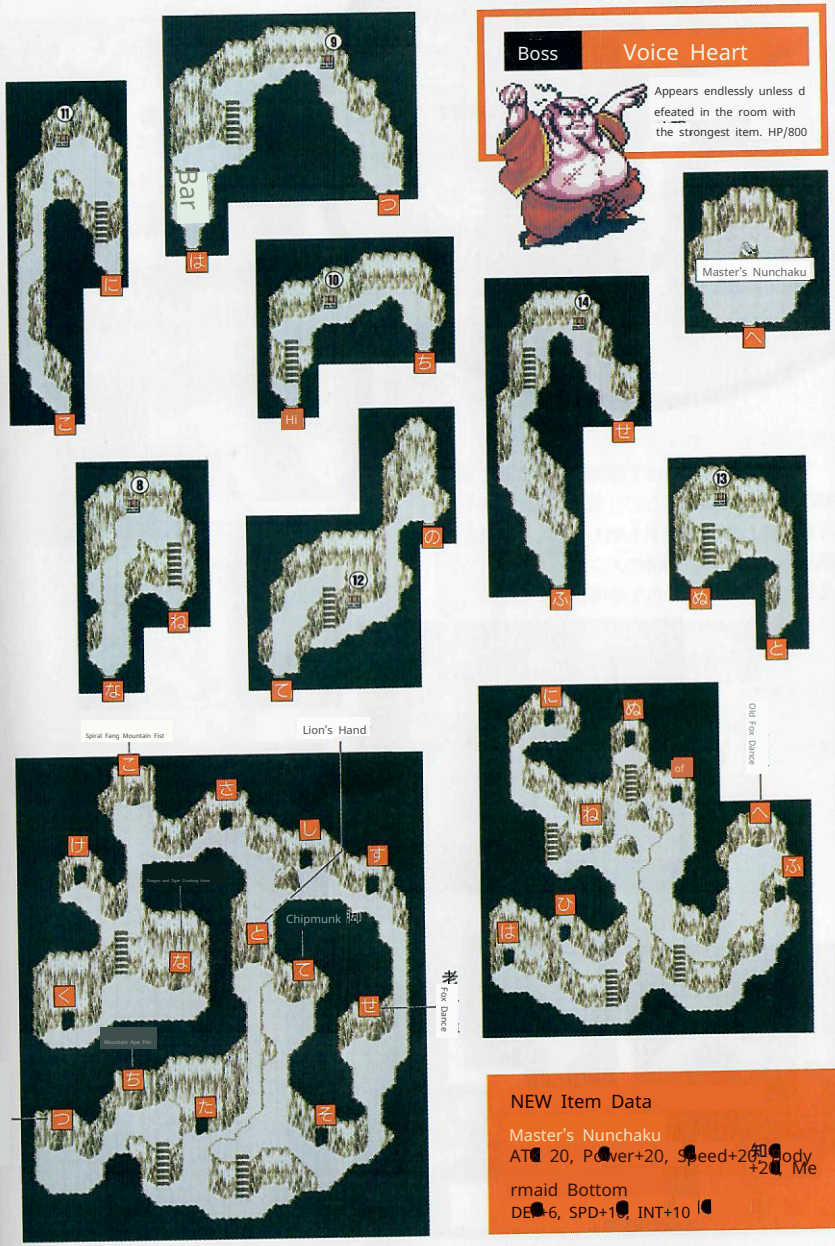
Dungeon Guide

Like the entrance, the passages inside are also blocked by rocks. To break the rocks, you need the appropriate Shinzan Fist technique for the situation. In the passage with the treasure chest, the mid-boss Voice Heart appears. No matter how many times you defeat it, it stubbornly reappears whenever you enter the passage. There are no encounters in other locations.



ITEM

① Dynamite ② Goddess Armlet ③ Fake Chest Hair ④ Gold Hair Ornament ⑤ Chariot Boots ⑥ Ice Helm ⑦ Holy Water ⑧ Clapperboard Case ⑨ Maria's Veil ⑩ Baal Blood ⑪ Holy Water ⑫ Goddess Gauntlets 13, Amon Blood 14, Mermaid Bottom


Boss
Voice Heart
Appears endlessly unless d
efeated in the room with
the strongest item. HP/800
Master's Nunchaku
Bar
Hi
Spiral Fang Mountain Fist
Lion's Hand
Chipmunk
Old Fox Dance
Fox Dance
Mountain Ape Fist
NEW Item Data
Master's Nunchaku
ATC 20, Power+20, Speed+20, Body
+20, Me
rmaid Bottom
DEF+6, SPD+10, INT+10

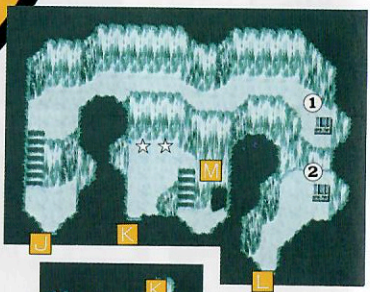
Original INSTINCT Bear

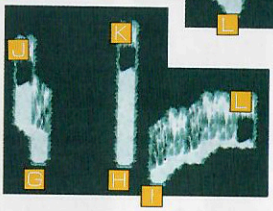
Characters needed for this dungeon: ● Pogo

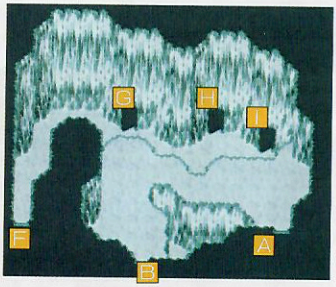
A dungeon only those with strong wild instincts can enter. At t he foot of Hero's Mountain, follow the scent of meat to the ri ght, and you'll find an entrance blocked by rocks.

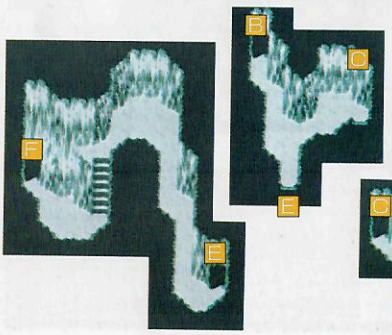
Dungeon Guide

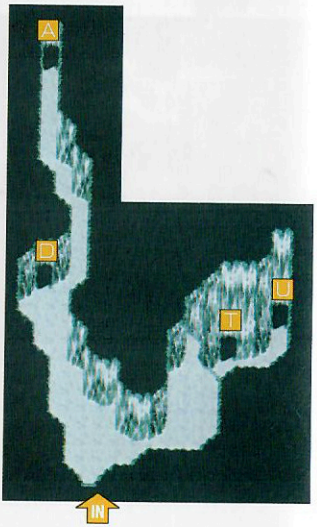
The map itself isn't that complex, but yo u'll have to walk quite a bit before reachin g the final item's room. Many of the enem ies that appear are also quite high level. T here's a smelly spot at the entrance of the passage, so use that as a reference to navigate.

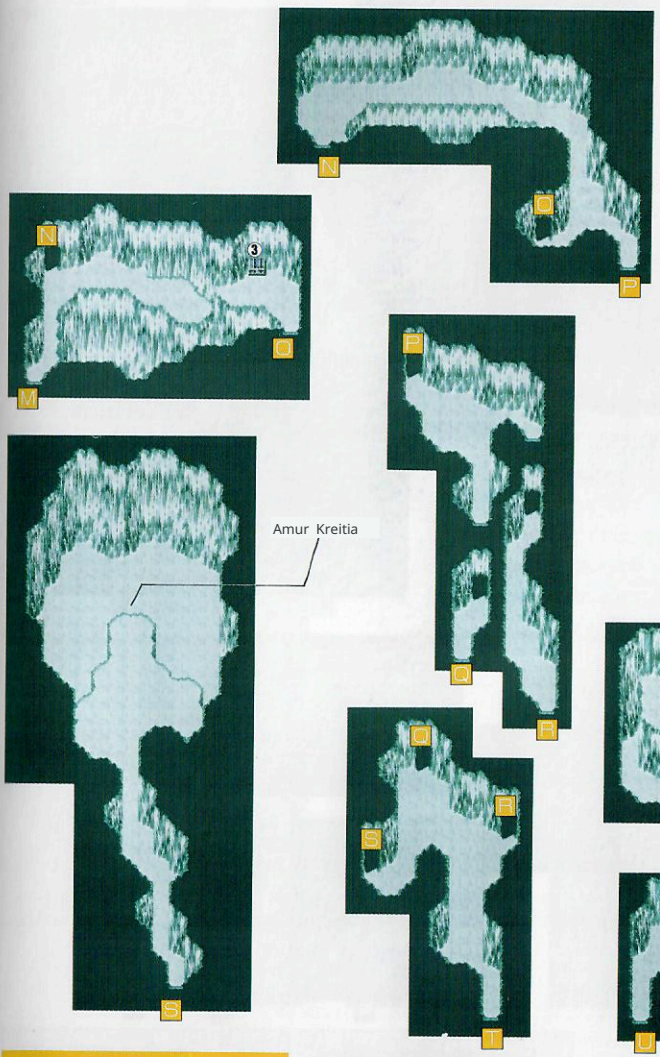












NEW Item Data

Buri Bari Bone Axe O
ffense 40, Strength +20
, Bird of Paradise Tail F
eather Attack Item ● Razor Sonic Equip
able

Final ☆...Watanabe Parent and Child Stone St |P135| |

ITEM

① Alice's Biscuits ② Unicorn Horn ③ Bird of Paradise Tail Feather

SDOM

Knowledge

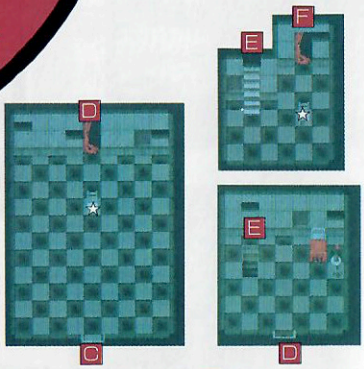
Dungeon

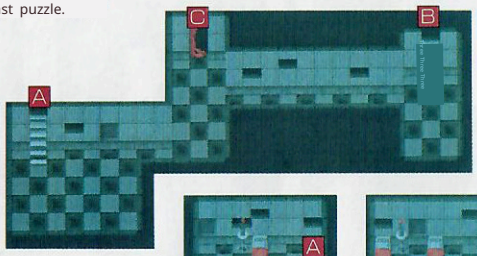
"Required Character Cube

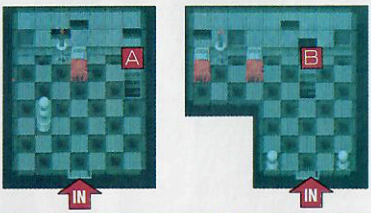
Only those with high intelligence, whose entrance is a private house in the Familio Village, are accepted. There are things that cannot be solved by relying on power alone.

Dungeon Guide

The map is very simple. There are few rooms and no encounters. However, you need to solve puzzles in the four rooms and the passageway to proceed. There are no battles, you just use your brain to advance. Many people will get stuck on the very last puzzle.







☆Appears when you talk to the "Cube of Intelligence" chair

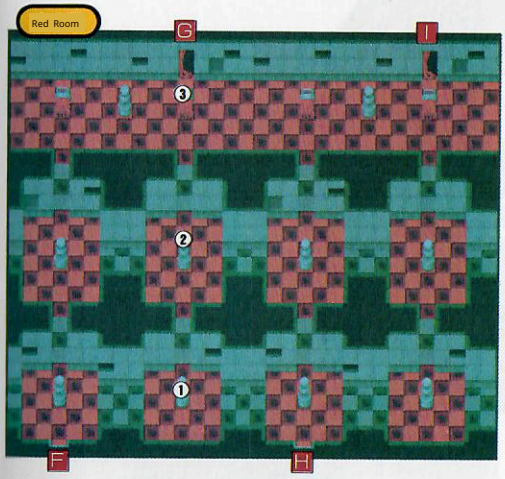
NEW Item Data 17 Diode

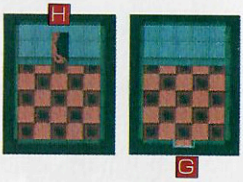
Attack 30, Speed +10, Intelligence +50

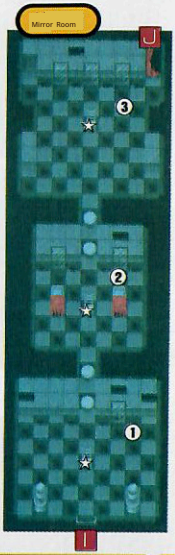
The Mystery of the Red Room

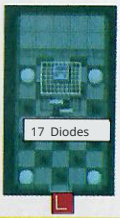
On the checkered floor, the key operations change in the red areas. In area ①, the left and right keys are reversed; in area ②, the up and down keys are reversed; and in area ③, the function of the D-pad rotates 90° counterclockwise. The corridor is infinitely looping horizontally.

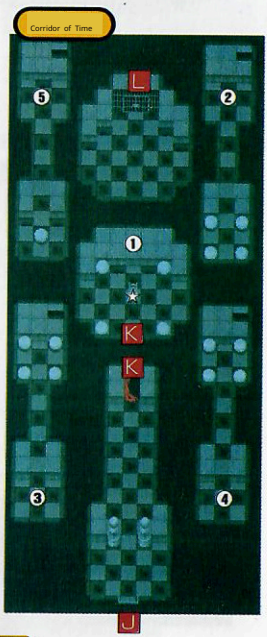
In the arrow corridor puzzle entrance, a red arrow will appear, so proceed according to it. If the arrow is pointing down when you are standing at the exit, return to the room below once. If you don't return, it will continue forever.











Mystery of the Hall of Mirrors

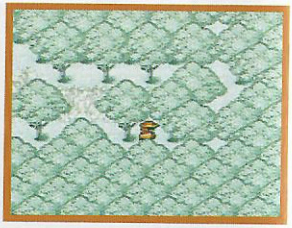
Carefully observe the orientation of the cube reflected in the mirror and move accordingly. ① remains as is. ② follows the direction of either mirror. In ③, move in a direction not reflected in any of the mirrors. Be careful, as making a mistake in ③ will return you to room ①.

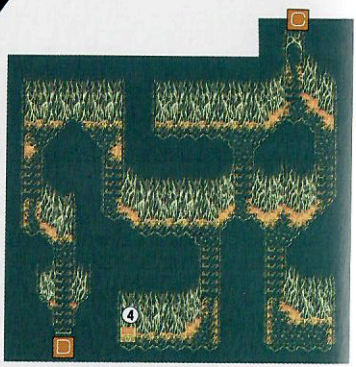
The Mystery of the Corridor of Time: Touching the white orbs will warp you. If successful, you will proceed in the order of ①~⑥ and reach the item room, but incorrect choices will return you from ⑤. As the saying goes, 'White orbs obey time,' try touching them clockwise from the upper right.

Time VIE

This dungeon

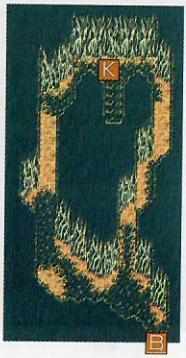
Required Character ● Sundown. If you find a horse running in the forest, follow it. You will find a hidden entrance. Time is of the essence in this dungeon. Hurry!!

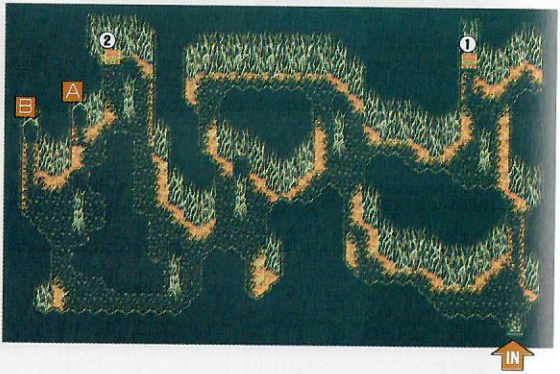


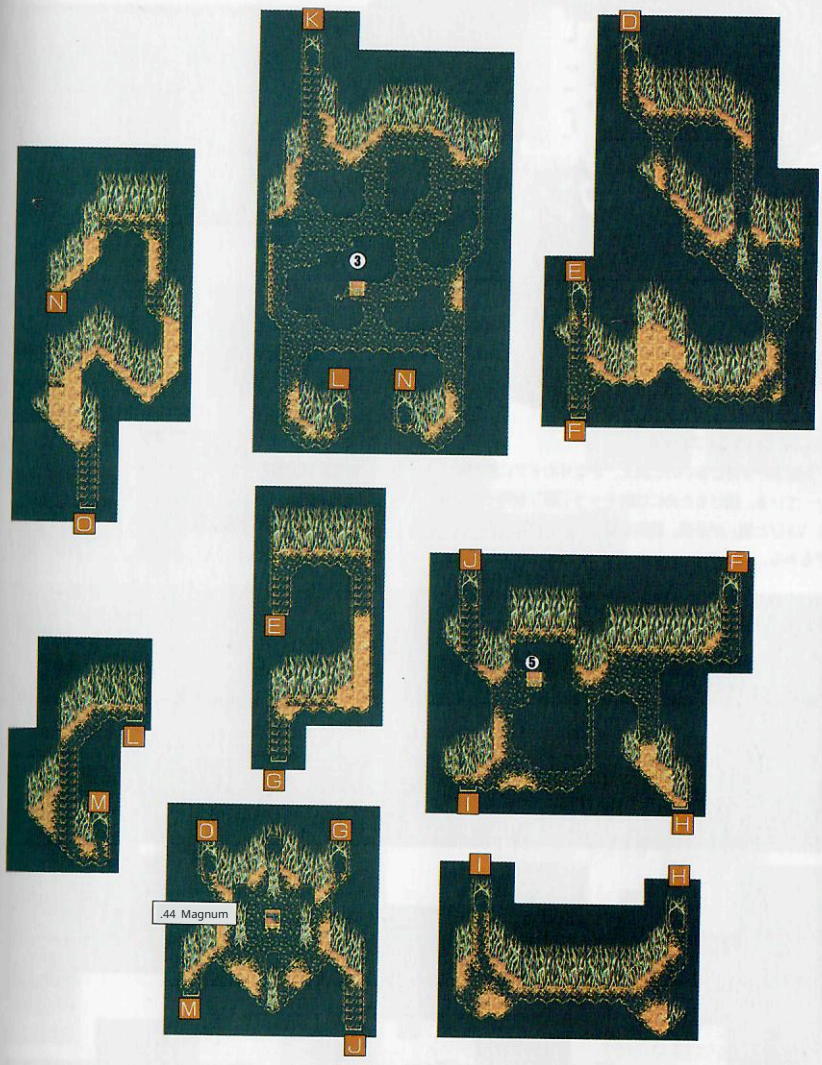


Dungeon Guide

It's a simple map with no encounters. You won't have trouble walking, but a b ell rings at regular intervals, and the du ngeon gradually darkens. When the eigh th bell finishes ringing, the boss "Jaggi E gg" appears. Defeat it to restore light to the dungeon.







ITEM

① Point Venus
② Argos' Eye
③ Chariot Boots
④ Holy Water
⑤ Magical Wood

NEW Item Data

.44 Magnum
Attack 29 Speed +12 Intelligence +4

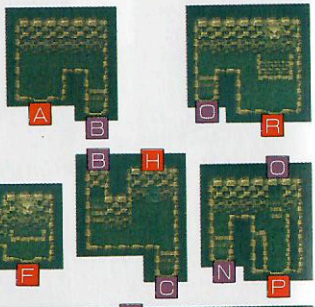
Magical Wood
Recovery Item ● Fully restores

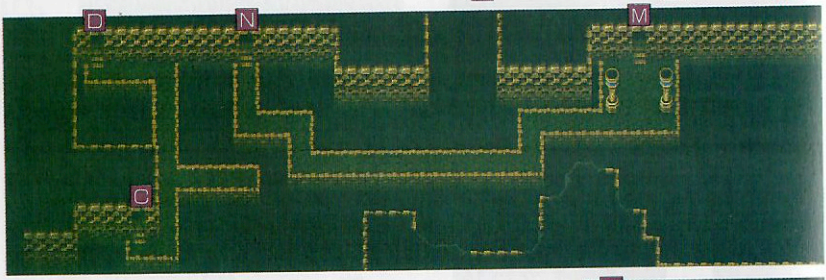
Key Dungeon

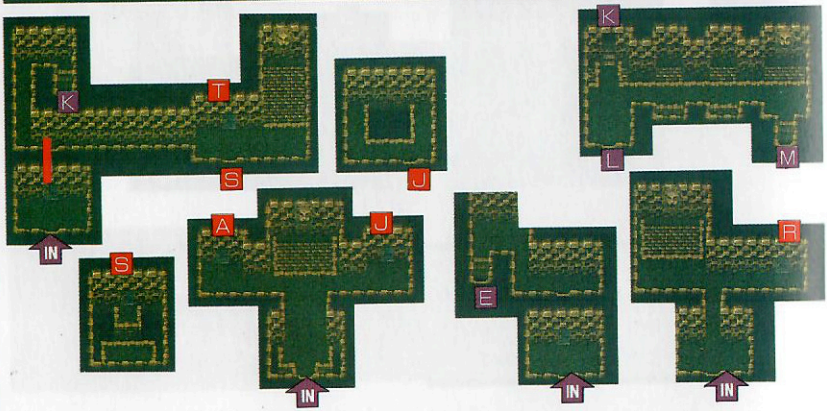
Required character: Oboromaru. Most doors are locked and can only be opened by someone with skilled techniques. You can enter from a private house in Lucretia's castle town.

Dungeon Guide

In addition to the very large number of rooms, a considerable number of doors are locked. To open them, you need the 'Rusty Key' held by the enemy character 'Shadow'. There are also doors that cannot be opened without a special key.







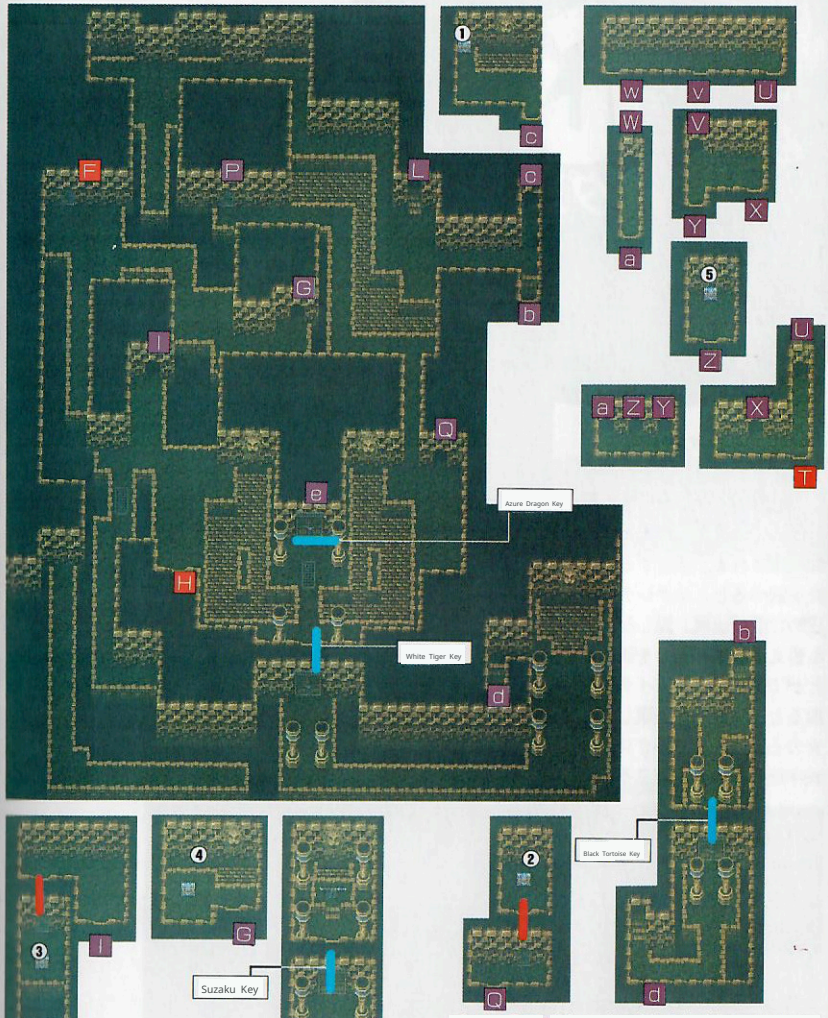
Azure Dragon Key

White Tiger Key

Black Tortoise Key

Suzaku Key

Red numbered line... Door requires a rusted key. Blue line... Door requires a special key.



ITEM

① Byakko Key ② Seiryu Key ③ Suzaku Key ④ Genbu Key ⑤ Parasite Sword

NEW Item Data

Parasite Sword

DE[redacted] 10 Pow[redacted]er +20 Sp[redacted]ed -10 HP[redacted]-10 知●—10

Murasame

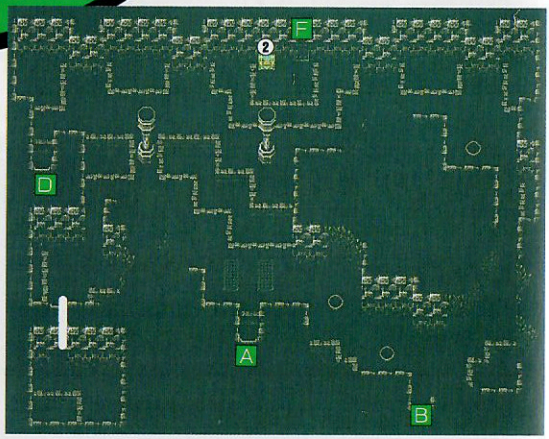
ATK[redacted]60 + Poison Po[redacted]wer +8 Speed●+13

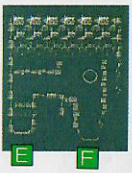
MIND

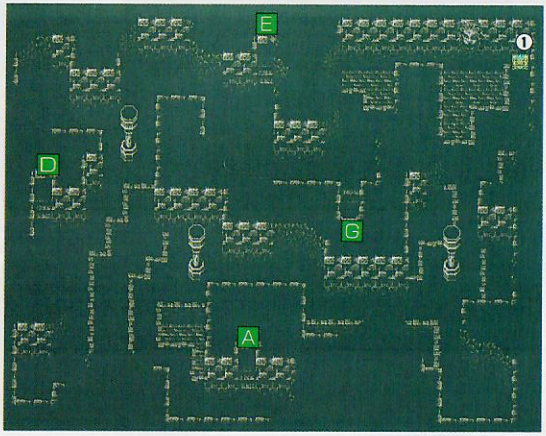
The dungeon requires a character: Akira. This is a dungeon where the spirits of the people of Lucretia, who once lived in peace, reside. What are they thinking? Use Akira's abilities to explore their minds.

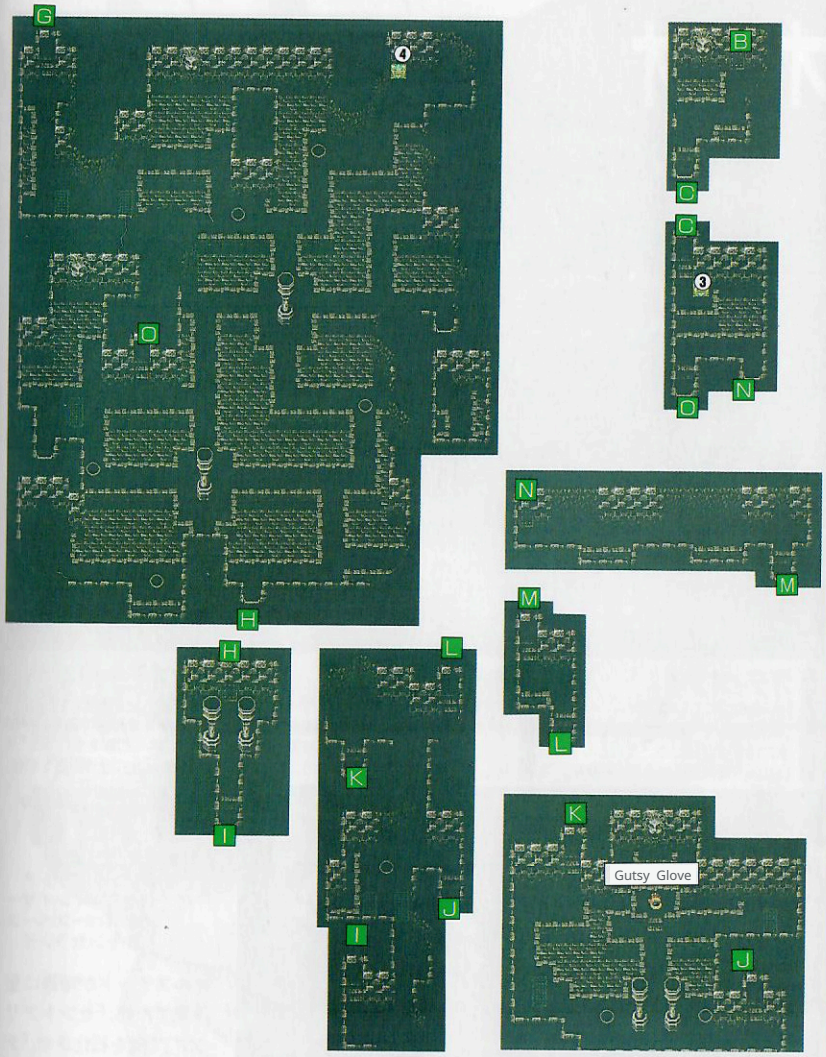
Dungeon Guide

This dungeon has no entrance. Repeated teleportation during battles may suddenly send you here. Examining the scattered blue flames will cause the ghosts of the Lucretian people to appear. They offer no response when spoken to, but their minds can be read. Obtaining the strongest item will cause the princess's spirit to appear. Reading her mind will allow you to exit to the Lucretia Castle Courtyard.









ITEM

① Blood Enchantment
② Nightmare Helmet
③ Coral Ring
④ Holy Water

NEW Item Data

Gutsy Glove

Attack 25, Strength +16, Constitution +15

Blood Magic Armor

DEF+1 STR+6 INT-40

Odio

Odio Eye
HP●800 LV●20

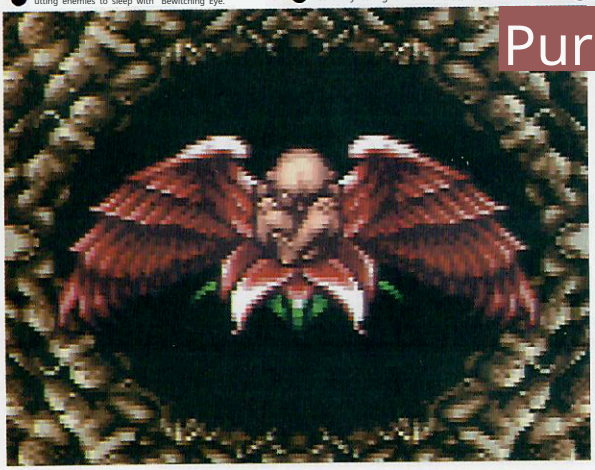
Uses water attacks such as "High-Speed Liquid Bull et" and "Torrential Whirlwind Sword." Also skilled at p utting enemies to sleep with "Bewitching Eye."

Odiomouse
HP●1440 LV●20

It seals off enemy arms with 'Despa Space' and attacks with 'Crunch' using its sharp te eth. Try to fight from a distance.

Odiomole
HP●992 LV●20

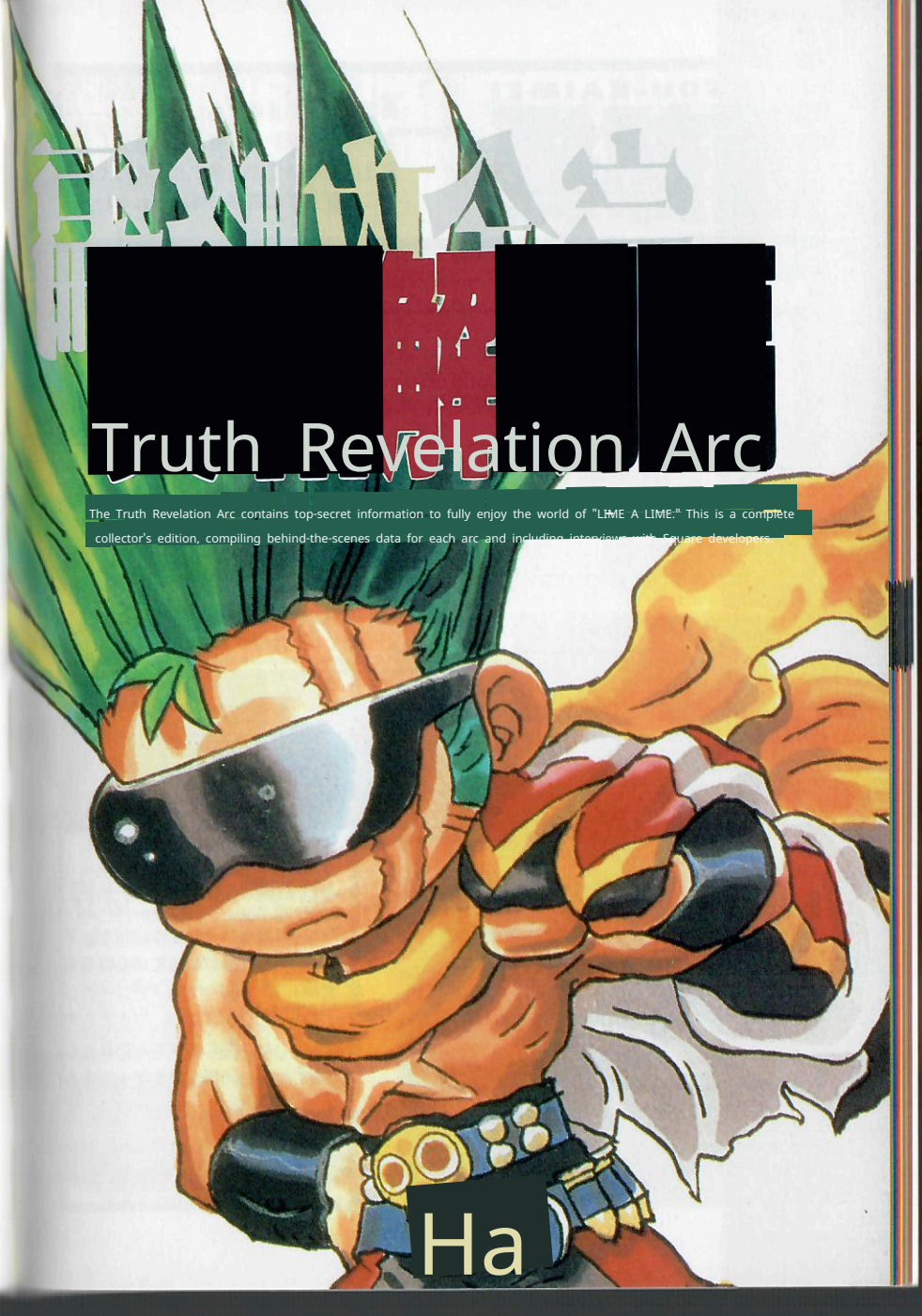
It is a cocoon of pure audio and does n ot attack at all. When struck, it uses 'Re venge Storm' to heal the entire party.



Pure Audio

HP2032 LV30 Skill: S air Alicia Live Eras er Despa Space Canceller Ray

Orsted, twisted by hatred. H e petrifies enemies with "Sai nt Alicia" and seals their ar ms with "Death Space." Trul y the strongest enemy. If y ou engage in battle, your o nly chance of victory is to t horoughly coordinate attack and recovery, and fight wit h your strongest techniques.



Truth Revelation Arc

The Truth Revelation Arc contains top-secret information to fully enjoy the world of "LIME A LIME." This is a complete collector's edition, compiling behind-the-scenes data for each arc and including interviews with Square developers.

Ha

SHINSOU-KAIMEI Western Chapter

From the complete annihilation of the Crazy Bunch, the biggest goal of the Western Chapter, to development secrets about str uggling with withered grass, we expose everything without holdin g back. A Western man can't speak without reading this.

West ① Completely Annihilate the Crazy Bunch!

Only O. Dio remains

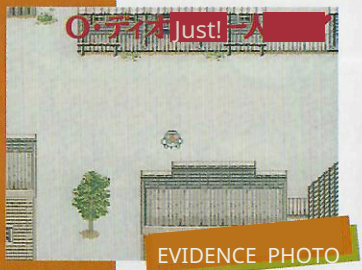
Finally revealed: It turns out that everyone in the Crazy Bunch except Dio can be defeated with traps. The tools to use are as follows:

15 people - 14 people = 1 person: Molotov cockta il / 2 people: Shove l / 1 person: Carr ot / 1 person: Fryi ng pan / 1 person:
Dynamite / 4 people: R ope / 2 people
Mahjong / 1 person
Pachinko / 1 person
Master Poster / 1 person

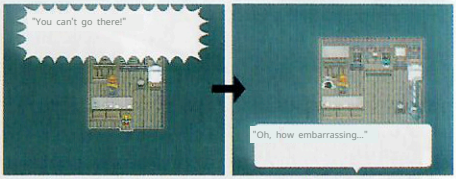
Gather all the items and set them up within t he time limit to complete the preparations. One by one, the villains fall into the traps, leaving Dio as the last one standing... His excessive bravado only makes him seem more pathetic. At this poi nt, he's no match for the two of us.

Secret Item, What is a Master Poster?

To obtain it, first investigate West ② (P. 9) and get scolded by Annie. Then, investi gate West ① (P.9). This item can be used even if you are not the Master.



How to Obtain



First, Annie will be angry.

●The dollar bag on the left is a dummy.

West 2 Hidden item: "Annie's Chemise"!?

If Annie isn't in the saloon, it's easy to get. Even if you get slapped, your stamina won't decrease.

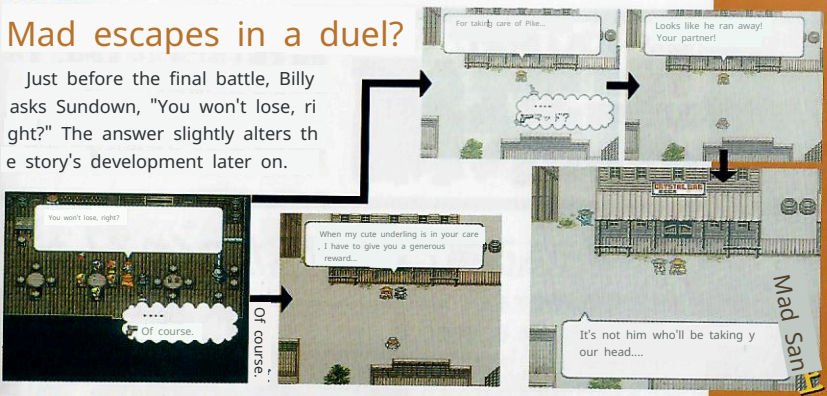
First, go to Annie's room on the second floor of the saloon and investigate the western ① (P.9).

and get scolded by Annie. However, if Annie is out setting traps, you might be able to safely obtain the secret item, "Annie's Chemise." It can't be used as a trap, but if equipped as armor on the torso, it increases defense by 2. Supplement:

Performing the perverted act of showing "Annie's Chemise" to Annie will result in a slap and the item being confiscated.

Mad escapes in a duel?

Just before the final battle, Billy asks Sundown, "You won't lose, right?" The answer slightly alters the story's development later on.



A rematch in the ending, a man's destiny!

After defeating Dio, a duel scene ensues to settle things with Mad. If you escape in this scene, you can avoid the battle for the time being. However, Mad reappears just before the ending sequence concludes, and this time, the final duel begins, with no escape allowed.

LIVE A LIVE

Watanabe's Mystery

Appears throughout the entire game

Who exactly is Watanabe!

Immediately after the eighth bell finishes ringing. A parent and child appear from the west side of town. The father is killed, and the child starts crying. In fact, this parent and child are none other than Watanabe, the only characters who appear throughout the entire story. Changing their appearance and form, this parent and child are always lurking somewhere in each chapter. They might be in unexpected places, and there are even scenarios where they are difficult to encounter. It should be difficult to clear the game by meeting all the Watanabes.

Characteristics of Watanabe

1. Appears as a parent and child
2. Parents die Or break
3. The child cries

The supporting actor is

Is that tumbleweed, I wonder?

Takashi Tokita & Kiyofumi Kato & Naoyuki Kawahira, the behind-the-scenes developers of the Western chapter. Kiyofumi Kato (Graphics): We're collecting all the best parts of classic Westerns. The ending is Shane, after all.

Tokita (Planning): I personally love the atmosphere of Westerns. I hope that playing this, along with my Western-loving father, will be a gateway to playing other scenarios. So, the Western atmosphere is important, right? And there's the tumbleweed rolling around, as part of the presentation. I was told people didn't understand it, and I rewrote it several times. In the beginning, it was Ultraman's 'Eight-ripping Halo' (laughs). Kawahira: Personally, the part I most want people to play is the duel with Mad at the end.

Tokita was controversial, wasn't he? Some girls were repulsed by the idea of killing someone you teamed up with, saying it was cruel. But that's how men settle things. That's part of what makes it feel like the Wild West chapter.

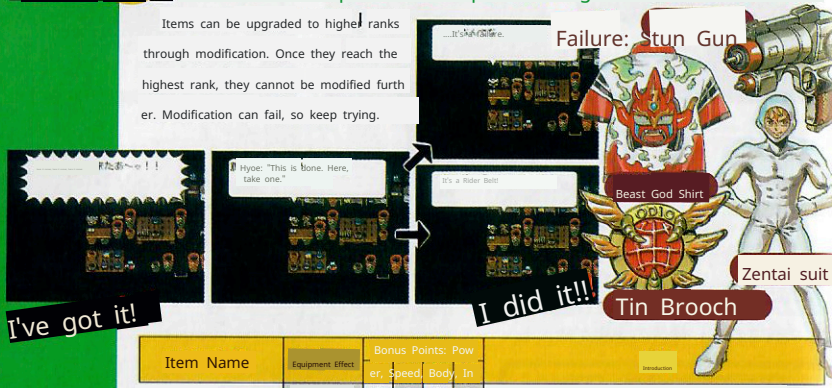
Near Future Chapter

Whether you can breeze through the Near Future chapter depends entirely on acquiring items. Get them like crazy, modify them, and challenge the final chapter with the strongest equipment!!

Near Future 1

You can create powerful weapons through item modification!!

Items can be upgraded to higher ranks through modification. Once they reach the highest rank, they cannot be modified further. Modification can fail, so keep trying.



Item Name	Equipment Effect	Bonus Points: Power	Speed	Body	Intelligence	Introduction
Zentai suit	Defense + 10,	0	0	0	0	A suit that covers the whole body tightly. Makes you feel pathetic wh
Punk Jacket, Rider Belt, Beast God Shirt	Defense + 12	0	0	+2	0	en you wear it. A leather jacket that punk kids long for.
	Defense +20	10	0	0	0	An accessory that increases Strength and Vitality when equipped. A shirt imbued with the power of a beast god, increasin
Power Wrist, Iron Foot, Tin Brooch, Punk Armlet, Bracelet	Attack + 2	4	0	0	0	g Strength. Gloves that slightly increase Strength when e
	Defense + 6	12	0	0	0	quipped. Super alloy shoes. Increases Strength when equ
	Attack + 6	0	0	3	0	ipped. A cool-shaped brooch. Made of tin. A bracelet very popular among punk youths nationwide.
		2	0	0	0	An accessory that increases intelligence when equipped.
		0	0	0	2	When equipped, damage from good attacks is halved.
Lewd Pearl		8	0	0	-4	The tattoo gives you fighting spirit and increases your strength.
TATTOO		4	0	0	0	Take no damage in water fields.
Coral Ring, Gold Hair Ornament, Magic Pendant, Muhomatsu Rocket, Boing-Boing Gun		0	0	0	4	An 8carat solid gold hair ornament that makes you smarter.
		-2	-2	-2	8	Intelligence increases in exchange for a decrease in Strength, Speed, and Stamina.
		0	0	0	0	The rocket from the story of Muhomatsu.
		0	050: Using it in battle unleashes the "Boing-Boing Punch." Using it in 050 battles delivers a "50,000V shock."			
Stun Gun		0				
Poison Jet Kotobuki Lacker		0	0	0	0	Using it in battle releases "Poison Jet." Using it in battle releases "Lacker Spray Bullet." Using it during battle releases "Fierce Bullet."
Rock Cannon		0	0	5	0	
Angel's Vial		0	0	0	0	Using it in battle triggers "Angel's Research." Using it in battle allows you to attack with "Goldfish Bullet." Using it in battle allows you to attack with "Chick Bullet." A recovery item that cures all status ailments. Fully restores the HP of all allies.
Showa Kintoto Cannon		0	0	5	0	
Showa Hiyokokko Cannon		0	0	5	0	
Matango Light		0	0	0	0	
Potion NO. 9		0	0	0	0	

Defeat all enemies to get items! Near Future ②2

Even if you don't defeat all the henchmen in battle, defeating the Crusader will automatically trigger a BREAKDOWN and end the battle. Sometimes you can get items this way too. However, there is a surefire way to get Taroimo items without having to repeat battles many times!! Just defeat all the enemies without a Special BREAKDOWN!! You can get attack items like napalm bombs and strange parts.

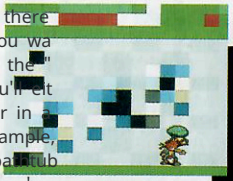
Taroimo's enhancement parts can only be obtained this way!! Obtain enhancement part

Defeat the underlings first!!

The teleport location is in a bathroom!!

Near Future 3

In the Near Future chapter, there is no "Escape" command. If you want to flee from battle, choose the "Teleport" command. Then, you'll either escape normally or appear in a water-related location. For example, a toilet, a sink, and even a bathtub!! It's a low probability, but there's a delicious chance you might run into the bathing Myako-nee san in the bathtub at the Kiddie House!!



"Teleport" only helps you avoid battles. You have no choice but to defeat enemies you can't escape from.

After being seen naked, Taeko acts as if nothing happened. Truly, she is a mature woman.

To sing Getter Robo At a karaoke box They're gone!

The Inside Story of the Near Future Chapter

Developer Takashi Tokita & Yoko Shimomura Interview F

Takashi Tokita (Planning): The song playing on the town map was supposed to be the main theme, but somehow the Tin Tyrant's song became the main one. Yoko Shimomura (Composer): I was taken to karaoke and forced to listen to Getter Robo-like songs over and over. Before it was cut, there were two verses of lyrics. I liked it, so the opening...

I end up singing along during the opening. In Tokita's Near Future chapter, I wanted to do a gutsy story that, like old TV cartoons, was silly but meaningful. Even with RPGs, I wanted kids today to experience something other than medieval settings.

SHINSOU-KAIMEI

Modern Chapter

In the Modern Chapter, the key to clearing the game is the player's own growth, not the protagonist's. Aim for a per fect clear by unraveling all the mysteries, including the tech niques that Takashi learns and the hidden events.

Fighting in this order makes a perfect clear easy!

Best points for mastering special moves revealed!!

In the modern era, you can freely choose your opponents, so the difficulty changes depending on whether you master skills and defeat opponents, or fight in the best condition with the order and your own skills. We will analyze the biggest points in detail for conquering the modern era in order to reach the final chapter in the best possible state!!

BATTLE 1

Tula Khan

If you have two counterattacks, y ou effectively increase the number of attacks, so you want to defeat him first. Arm Lock

C.H. Hold

It will be performed. If you use , it will be perfor med with the counterattack technique "Reppu Seiken Aki

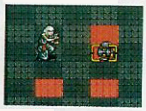
Hold Malwashi Kaiten

BATTLE 2

Moribe Sei

Moribe's bone-setting techniques may n ot be flashy, but they are the easiest to use. Be sure to learn both.

Abiseri



Low probability. Nemoribe performs the technique

Let's wait cheerfully.

Tsudauchi

Approach the forest area, and

Let's endure. Use skills while recovering.

BATTLE 3

Jackie Iaukea has high HP, but his attack power isn't much. He' s an easy opponent if you attac k with joint techniques.

Oni Fudo Gaeshi

Seal their movements with a joint lock and escape

Aloha Rite

If you get hit by a techni que, they'll unleash it. If yo u do, circle around the techni que closely.

BATTLE 4

Max Morgan

Because of its high attack power, mastering th e technique is a life-or-death matter. As a resu lt, it boasts the strongest power among close-ra nge techniques. G Suplex.

M Bomber

After the "S" immediately af ter the start of the match, fo Receive the technique "G Suplex." ses it when his HP is high.

BATTLE 5

Namcat

Healing within the range of 'Spiral Knee' is forbidden. You will be hit by continuous attacks.

Spiral Knee

Pancham Kick

If you get hit by a techniq ue, the damage you take is minimal, so master it and recover. It's easy to ●.

Immediately easy

BATTLE 6

Great Aja

It's easy to defeat them, but they rarely u se their special moves, making it difficult to master their techniques.

F. Steiner

While enduring the "bite" technique,

Let's wait until it comes out.

Tornado Press

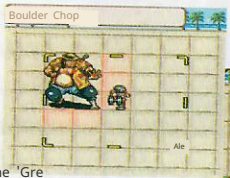
All I can do is wait. I t doesn't come. It's hard to get it out.

The strongest special move in the J. Iaukea fight can be mastered in the modern era 1

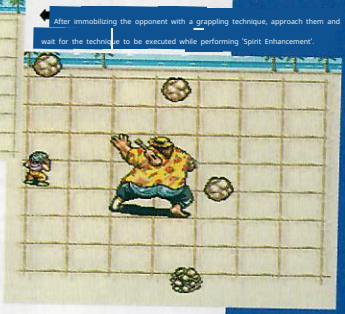
You can learn it!

Kouhara was able to master a total of 12 techniques, two from each fighter. But in fact, there was one more hidden technique that could be mastered!

It is Jacky's ultimate secret technique, the 'Great Rage Rock Chop'. The method of mastering the technique is the same as other techniques. However, you must withstand more than 200 damage. If you successfully master it, it will become Kouhara's strongest technique!!



It takes a long time to execute the technique. There is a risk of being attacked while Kogen is unable to move, so it is better to refrain from using it excessively.

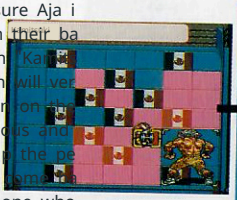


After immobilizing the opponent with a grappling technique, approach them and wait for the technique to be executed while performing 'Spirit Enhancement'.

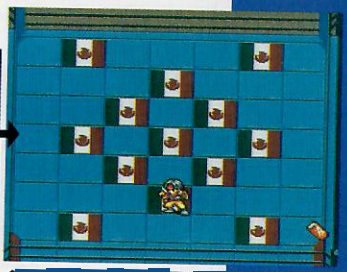
Watanabe in the Great Aja battle An event occurs!

Modern Era 2

While fighting Aja, make sure Aja is facing the lower right with their back turned. If you get hit with "Kamuki" (Bite) in this state, a can will very rarely fly in from off-screen on the lower right. Aja will get furious and jump out of the ring, beat up the person who threw it, and then [illegible] back. Watanabe's father is the one who gets beaten up here.



You just need to stay in this state and keep taking the hits.



Although he doesn't appear on screen, it was Watanabe's father who threw it.

The protagonist's name, 'Hihara Katsuma,' is

Perhaps the biggest mystery of the Present Day chapter...?

The Inside Scoop on the Present Day Chapter

Developer Takashi Tokita & Kazumi Suzuki Interview

Tokita (Planning): The direction is completely in the style of a fighting game. By the way, the music is also done by someone who made the music for a certain super famous fighting game (laughs). Suzuki (Planning): We wanted to make it so you could battle after clearing it, didn't we? It got scrapped due to capacity issues... If all the characters had movement patterns, it would have been interesting to battle. Tokita: Speaking of behind-the-scenes stories, there's the protagonist's name. Pro wrestling fans might have caught on, but it's written as "日勝" and read as "Masaru." The "日" is silent.

It's named "Takahara Masaru" using "Taka" from Takashi Suzuki, "Hara" from Nobuhiko Takada, the silent "Hi" from Akira Maeda, and "Katsu" from Masakatsu Funaki. Mr. Tokita from the PR department told me to stop because kids couldn't read it (laughs).

The ultimate special battle game, "Captain Square." You can't finish the SF chapter without clearing this. How far will your super technique take you!?

SF 1 Captain Square Complete Strategy Guide

Skill List

Tachyon Sword

Absorbs the enemy's health and agility, making it your own. A skill that kills four birds with one stone. Spinning Star: A close-range technique that attacks by spinning and ramming. Knocks back [illegible] squares. Plasma Charge

Absorbs energy from the atmosphere to restore HP. Also increases abilities. Supernova

Attacks with a large explosion in a range of 45. Also creates a flame field. Plasma Ball

Capable of both close and long-range attacks. Creates an electric field at the location where the attack is launched. Space Phage

Long-range attack. Paralyzes to stop movement and inflicts damage each turn with poison. Pion Meson Bullet

Causes a large explosion in a 7x3 range, dealing significant damage. Requires time. Quark Sword

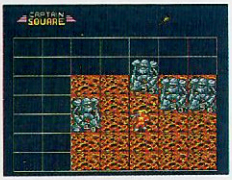
A technique that deals massive damage and works on all enemies. However, it takes time.

Located in the ship's refreshment room, it can be played at any time. The gameplay is exactly the same as a normal battle scene. When Kirk tells you to try it first, Kirk will be surprised if you clear it.

Memory Card Usage

You can save your game progress by using the 'Memory Card' obtained from Kirk's room. By the way, save data can be deleted on the panel to the left of the game console.

STAGE 1 MERCURY



Clicker Lock
HP●50

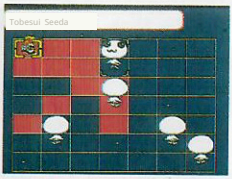
For those aiming for the fastest clear time, "Supernova" is recommended. It's a breeze.

Since the enemies are weak, you're unlikely to be defeated unless something drastic happens. You can defeat most of them simply by landing a single attack. Consider it training to learn the effects and range of your own techniques, and take your time to fight deliberately.

STAGE 2 VENUS

Beware of Tope Suicida

In close combat, your attacks can be nullified by 'Tope Suicida' and 'Header,' and then you'll suffer damage from an 'Explosion.' 'Tope Suicida' in particular can reach long distances, so attacking with slow, powerful moves is disadvantageous. Use quick, long-range attacks.



Explosion

Carelessly approaching Heading Bird will cause it to "Explode", resulting in unexpected damage.

Damage is 30~40.
"Tope Suicida"

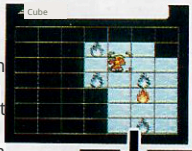
Heading Bird
HP 73

STAGE 3 EARTH

Lure it into Aqua Flare

Approaching Fire will result in instant petrification and game over with "Petrifire". Moreover, your attacks are mostly ineffective. So, how do you defeat it? First, have Water use "Aqua Flare" to create a water field. Lure Fire into it, and it will be finished in one turn. Water is weak, so it's an easy win.

Defeat the Waters with wide-range attacks like "Supernova."



Fire
HP 8

Water HP8

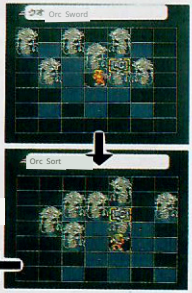
Attack Water with 'Supernova' or 'Pion Bullet'.

STAGE 4 MARS

Aim for Mother Tale

Mother Tiel
HP 512

If you defeat Mother Tail, Puppy Tails will also BREAKDOWN in a chain reaction. You can almost certainly defeat Mother Tail by attacking it twice with the "Quark Sword" as shown in the picture on the right. You will take some damage, but you will almost certainly not be defeated if you ignore it.

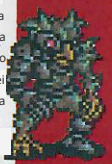


BREAK DOWN

STAGE 5 JUPITER

It's an easy win if you watch out for Beatle Pulsar Walk.

The basic strategy is to attack with 'Pion Bullet' to deal damage collectively. If you don't defeat it quickly, your path will be blocked by 'Pulsar Walk'. When their numbers dwindle, they will attack with minor techniques.

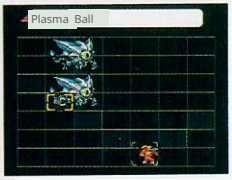


Cosmotrooper
HP 180

You'll get taken out unexpectedly if you don't diligently restore your HP.

STAGE 6 SATURN

Gem Parapet
HP●144

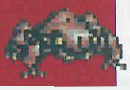


When you can't get behind it, attack the location in the picture with 'Plasma Ball'.

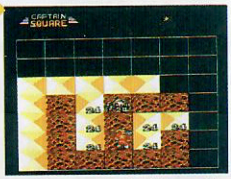
You can defeat it in one hit by circling around to its back and using the 'Quark Sword'. Conversely, if you use a technique that takes time in front of it, you will be defeated by a continuous attack. If the enemy escapes to the corner of the field and you cannot get behind it, reduce its health with 'Plasma Ball', etc. Its counterattack is powerful, so gradually reduce its health.

Be careful of its attacks, and heal immediately if your health decreases.

STAGE 7 URANUS



Ele-Mirage Pimli
HP●4 HP●100



The flame field is extinguished by electric shock massage, so attack repeatedly.

When you defeat Ele Mirage, the Pimiris around it will BREAK DOWN. To defeat it, first, attack Ele Mirage, which is hiding in the central Pimiris, with the "Quark Sword" to lure it out. Then, attack with "Supernova," and you can defeat it with the damage from the flame field. Of course, be careful of your health.

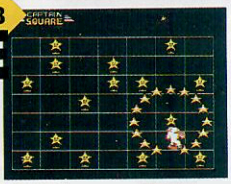
STAGE 8 NEPTUNE

Complete攻略Route

タキオンソード

Lala gets Plus Ball x2

BREAK DOWN



★ Receiving "Star Buster" causes significant damage. Getting hit 3 times results in a knockout.

If you defeat La-La, a BREAK DOWN will occur, and if you don't make a mistake in the method, you can clear it very easily. First, referring to the photo on the left, attack the Lal above with the "Tachyon Sword." Next, attack the La-La in the upper left with the "Plasma Ball" twice. You can annihilate the enemy with just three attacks.

La-Ru
HP●1

La La
HP●2

Watanabe in the SF chapter is was an antenna!

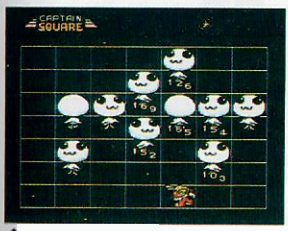
In the SF story, a Japanese-made communication system called Watanabe-style Wave Station appears. As expected, there are master and slave antennas.

Kirk's death was caused by the Watanabe-style communication system antenna splitting, resulting in the main antenna breaking (and causing death). It's noteworthy that it's made in Japan. I wonder, is Watanabe Japanese after all?

STAGE 9 PLUTO

Basically, it seems to be the final stage of Plasma B all, and as expected, the difficulty is high, requirin g the use of all the skills you've cultivated so far. T here are 4 types of enemies. Attack from a distance to prevent attacks from being blocked by 'Toxic Sui cida' and 'Heading'. Be prepared for a long battle. T he technique to use is 'Pu'.

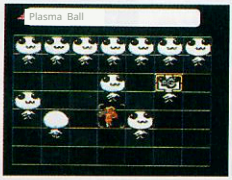
Focusing on small techniques such as 'Plasma Ball'.



You might want to try your luck with a high-risk, high-reward technique.

It tends to work well when used in the corners of the screen.

Avoid close combat as you'll beco me prey for 'Explosion'. When surro unded, use 'Spinning Star' to secur e an escape route. If you fight pati ently and carefully, victory should b e within reach.



And then...

If you can make a sci-fi s cenario, you could make a nor mal RPG in your sleep.

The Inside Scoop on the Sci-Fi Scenario

Developer Takashi Tokita & Kazumi Suzuki Interv iew: Tokita: I created the primitive and sci-fi ve sions as the extreme ends of RPGs. I wanted see how much I could show without words, an d conversely, how much I could show with just words. I knew it would be difficult, but once I m ade the sci-fi version, I felt like I could make a normal RPG in my sleep (laughs).

The image is like the movies "2001: A Space Ody ssey" and "Alien." I also incorporated the relationshi p between machines and humans.

Suzuki (Planning): When creating it, I was concerned about how t o handle the lack of combat and the absence of character gro wth. I thought about how the player explores the spaceship. I decided to make the player's familiarity wi th the ship itself the robot's growth. I hope people will enjoy wandering around, feelin g like they are part of the ship. Tokita: Spe aking of music, there were about three mai n theme candidates for the sci-fi version. T he one that was rejected because it felt to o obvious was the ending theme of Captain Square (laughs). It was refreshing and chee sy. I definitely want people to hear it.

SHINSOU-KAIMEI Kung Fu Edition

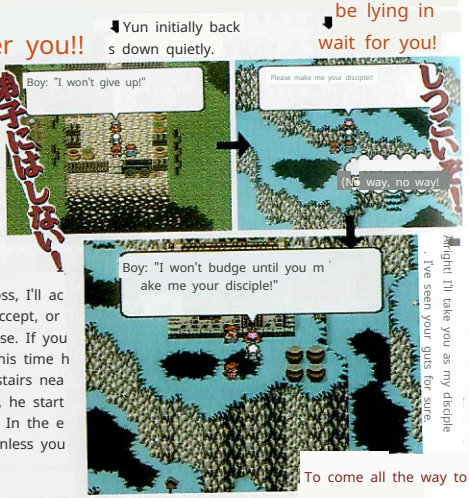
Because it's a scenario where only one of three different types of people can survive, there are three different reactions to the same event. In that case, let's see all the endings for all three of them!

Kung Fu 1

If you don't take Yun Zhou as a disciple, he'll persistently, grumbling, be lying in wait for you!

He's coming after you!!

If you refuse Yun's request to become his disciple, he will persistently follow you until you accept him as a disciple. After rescuing him from Sonseioh, if you choose "It's a shame" in the dialogue options, Yun will leave. If you meet him again,

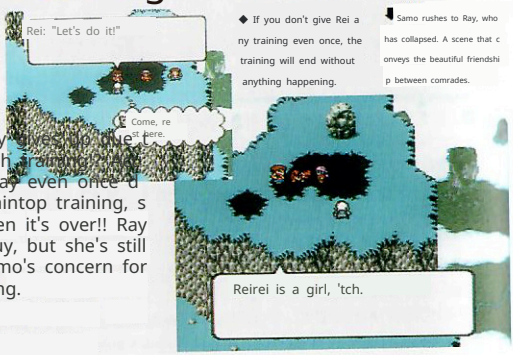


The dialogue changes to 'My loss, I'll accept you as a disciple' if you accept, or 'No, no, can't do it' if you refuse. If you refuse, he leaves again, but this time he's waiting in ambush on the stairs near the dojo. If you refuse again, he starts a sit-in at the dojo entrance. In the end, the story won't progress unless you make him your disciple.

To come all the way to a place like this!!

Kung Fu ② Rei was a girl after all!!

With the three disciples gathered, the training finally begins. Age and gender are irrelevant in training!



However, Ray finally gives up due to the master's harsh training. Usually, if you train Ray even once during the mountaintop training, she will collapse when it's over!! Ray is usually like a guy, but she's still a girl after all. Samo's concern for Ray is also touching.

Successor to the mysterious Kenpo, Wan-Tan Nabe Ken

You can encounter him!!

Watanabe appears somewhere in every chapter of LIVE A LIVE. The Watanabe of the Kung Fu chapter is here!! This is a hidden event that can only be seen when the surviving disciple is with Samo after the attack by the Righteous Schism Gang. When the master goes alone to the Righteous Schism Gang's headquarters and defeats the two gatekeepers, there is already a visitor!! He is the successor of the Wang・Tannabe Fist. After his father was killed by the Righteous Schism Gang, the young man underwent grueling training and came alone to avenge his father. Clad in a crimson kung fu uniform, the young man faces nine disciples. The ground rumbles, dazzling light bursts forth, and the ultimate secret technique of the Wang Tannabe Fist, the 'Dohatsu Tentotsuken,' erupts!! As the light fades and the surroundings quiet down, only the charred figure of the young man remains. He sheds tears like a waterfall...

A hilariously chaotic retreat scene. The person in question is probably serious, but it's hard not to laugh. By the way, Watanabe is a fictional character.

And so they left. It's an event that has nothing to do with the story, but it's quite a memorable scene. You can also see Watanabe, not charred, if you play another chapter somewhere.

I struggled with who to let survive

The Hidden Side of the Kung Fu Chapter

Developer Takashi Tokita & Kazuhisa Murakami & Yuko Abiru Interview

Tokita (Planning): For the Kung Fu chapter, the background atmosphere is extremely important. Things like the majestic mountain scenery in the distance and the cluttered feeling of the town. I think there were a lot of people who wanted to enter those houses in the town.

Abiru (Graphics): I went in thinking we'd include everything, but we didn't include any of it. Tokita: It's all for creating the atmosphere. There's nothing as predictable as that, including the music and the scenario. In battle, there are three disciples, and you can choose any of them. Initially, they were all equal, and the one you raised the most was supposed to survive. In the case of a tie, the order would be Samo, Lei, Yun, so the player would laugh and say, "Oh no, Samo survived." Once you've resigned yourself to it, you can just have them all train people.

Abiru: The fun is in using the unpopular Samo. Murakami (Programming): This is a real behind-the-scenes story, but Samo's "Hoi Ko Ro" doesn't get nullified. Only the number that comes out is added to HP. I want the final boss to be defeated by dancing.

SHINSOU-KAIMEI
Primitive Chapter

The most enjoyable aspect of the Primitive Chapter is item synthesis. Page 122 introduces all synthesis tables and synthesis items, so reading this and diligently working on creating the strongest items is a good idea.

Original 1

You can get material items from the primitive men who call for companions when you talk to them!

You can get material items!

In the room to the right of Pogo's room, there's a primitive man who calls for his companions when you talk to him. He can multiply up to 20 individuals. Moreover, if you talk to the 20th one, you'll receive one of each type of material item. Waiting near the entrance makes it easier to talk to them.

※To, you need to talk to the 20th person. To get the items again, you need to leave the room once or have every one leave, and then enter again.

Original ②

If you want to enter the Elder's bedroom, do so at night.

Aim to become one!

◆The items you can obtain inside are the valuable "Stone Knife" and "Leather Cord." These two are materials that must be synthesized to create something, so be sure to keep them.

The elder's bedroom, where you always get scolded and can't enter even if you want to. Actually, you can sneak in without getting scolded by anyone at night while everyone is asleep. You can pick up items or talk to the elder sleeping in bed.

Original 3

What! Bel doesn't just kiss, but also...

Slapping or getting nude!! When you give her 'Bone Meat', 'Gigantic Bone Meat', or 'Giggag a Ring', she will be happy again, but Bel's reaction is not limited to that. If you give Bel the items in the list below, she will get angry or nude.

If you give her an item that will get you slapped, Bel will turn her back on you.

When morning comes, Bel hides in the straw, and you will have to give her items again. This

This time, Pogo catches a glimpse of Bel's nudity and gets flustered.

Items to be slapped by Bel
●Fake Chest Hair ●Clapperboard Case

Items that make Bell nude ●Wild Dress ●Fang Necklace ●Wild Bag ●Boin Venus

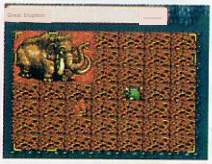
The Watanabe Parent-Child Event Can Be Seen Here Too!! Primitive 4

In the Cave of the Zaki, after waking up Gori, who is surrounded by female gorillas, let's return to the cave with the pitfall without proceeding further. You can see the Watanabe parent-child event that is familiar in each episode.

● The parent and child are near the pitfall. If you watch over them, Watanabe's son will end up crying and screaming.

From King Manmo: 'King's Fang,' 'Cola' of Cola's Bottle』 ! Primitive 5

After escaping the pitfall, King Mammoth will appear on the lower side of the wasteland. Defeating it will get you the "King's Fang" accessory, which increases your Strength by 20. It may also rarely drop the accessory 『Cola's Bottle』.



Unlike normal enemies, you must quickly press the A button to avoid being caught. It has 992 HP and a powerful fire attack!

Talk to the Face Rock to make a hidden cave appear! Get the 'Mono Stone' Primitive 6.

Acquire the item! If you wake up the gorilla surrounded by female gorillas, talk to the Face Rock in the wilderness 100 times. You'll hear a 'Patan' sound, and a hidden cave will appear on the left side of the wilderness. Inside, there's a black stone tablet; talk to it and choose 'Bone' to obtain the 'Mono Stone,' which allows you to use psychic techniques.

If you exceed 100 times, you have to start over. It is impossible to enter the cave twice.

Back to basics... or so I thought.

This might be a strange game.

The Hidden Side of the Prehistory Chapter

Developers Takashi Tokita & Hideki Okuma & Kiyofumi Kato Interview Okuma (Event Planning): The most difficult part this time was definitely figuring out how to move the characters. In a normal RPG, you can just say in the dialogue, "Let's go over there," "Okay, I understand," but here, it's more like pointing over there and then coming here. Also, the subtle placement of characters appearing, hitting, and getting hit was quite challenging. The system of catching enemies by scent came up in the initial planning stages. Tokita (Planning): Because there are no words, we use scent to... It seems like I have to search for it myself. Okuma: Well, I think it's better to discover things on your own. It's more interesting to figure things out and think, "Ah, I see," rather than being kindly told what to do.

Kato (Graphics): Recent games have so much hand-holding that I want to say, "I know that already, you don't have to tell me!" (laughs).

Tokita: After defeating a boss, they say, "Next, go to such-and-such place!!" Of course! I can go there now, so I'm going without being told! (laughs). So, this time, I tried to go back to basics in a way, regardless of the scenario... but maybe it just ended up being a weird game (laughs).

Item Synthesis Table

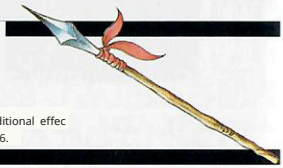
Pay attention to the materials used for synthesis: leather cord, and stone knife!

There are 9 types of material items in total. Here's a list of items that can be synthesized. Be careful about the materials "Stone Knife" and "Leather Cord" that are made through synthesis. Be prepared for some effort when making items like "Boon Boon Knife" and "Wild Bag" that require these two.

	Wooden Stick	ホネ	Beast Horn, Po…
Wooden Stick		Tsun-Tsun Spear [Weapon]	pon], Gigaga…
Wood ネ	Pointy Spear [Weapon],		
Beast Horn,	Pointy Spear [Weapon],		Gigigaga's Wakka Outfit Flower Ornament
Beast Fang, Animal Hide,	Fang Fang Club [Weapon], Blazing Club [Weapon], T		[Outfit] Flower Ornament [Outfit] Beast
Hard Stone,	hump Thump Axe [Wea		Headgear [Head] Beast Headgear [Head]
Hard Leather,	pon], Poko Poko Drum [L		Stone Knife [Attack] Gigigaga's Wakka Outfi
Leather Cord, Stone Knife	eft], Slap Slap Whip [We		t Poko Poko Drum [Left] Uhoho Mask [He
	apon], Stab Stab Spear [		ad] Bunbun Bone [Weapon] Clapper Case
	Weapon]		[Armor] Busubusu Spear [Weapon] Clapp
			er Case [Armor] [Weapon] Weapon [Left] Left
			Hand Equipment [Armor] Armor

Introducing Synthesis Item: Tsuntsun Spear

The more effort it takes to synthesize and the harder an item is to obtain, the more powerful its equipment effect! Aim for the strongest equipment through synthesis.



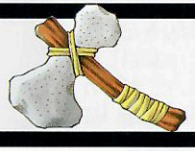
[Weapon]
Equipped on the right hand
Attack power 14 / Additional effect: Speed increases by 6.

Fang-Fang Club Combo

[Weapon]
Equip location: Right hand
Attack Power 18 / High attack power for an early synthesized weapon.

Dokadoka Axe

[Weapon]
Equip location: Right hand
Attack Power 10 / Strength increased by 10 due to the equipped additional effect.



Blazing Club

[Weapon]
Equip position: Right hand/Left hand
Attack power ... can also be equipped in the left hand
It's convenient to be able to equip it in the left hand.

Boon Boon Bone

[Weapon]
Equip Position Right Hand Attack Power 22 / Requires "Leather Cord", but is a powerful weapon.

Pesipeshimuchi [Weapon]

Equip position ●Right hand/Left hand Attack Power 10/Can be held in the left hand, and Speed increases by 16.

Busubusu Spear

[Weapon]
Equip position ●Right hand Equip position ●Right hand/Left hand
Attack Power ●25/When equipped, Attack Power ●30/It takes time to make, but the attack power is high. It takes time to make, but the attack power is high.

Bunbun Knife

[Weapon]

Wild Bag

[Weapon]
Equipped: Right Hand/Left Hand. Attack Power +40/Strength +20. Pogo's strongest weapon.

Poko Poko Drum [Left Hand Equip]

Equipped: Left Hand, Accessory. Intelligence +12, enables the skill "Poko Poko Beat."

Tsuke Munage

[Armor] Equipment location: Body. Defense: 4. Initial armor. Additional effect: Strength +4.

Clapperboard Case

[Armor]
Equip Slot: Body
Defense +8/HP +6, Intelligence +10.

Wild Armor

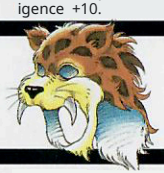
[Armor]
Equip Location: Body
Defense decreases by 24/Speed decreases by 8, but HP increases by 10.

Wild Dress

[Armor]
Equip Slot: Body
The strongest armor, increasing Defense by 48/Intelligence by 10.

Kemono Hood

[Headwear]
Equip Slot ● Head
Defense 4/Easy-to-obtain headgear. Speed +10.



Uhoho Mask [Headwear]

Equip Slot ● Head
Defense 10 / Intelligence +15. Grants the ability to use "Uhoho Dance."

Guts Gloves

[Gloves]
Equip position ●Right hand/Left hand. Attack power 5/The only gloves that increase Strength by 16.

Fang Necklace

[Accessory]
Equip location ●Accessory. Only increases Intelligence by 2. Not a very necessary ornament.

Beast Fang Club	Fur	ard Stone Clang	Hard Hide	Leather Thon	Stone Knife Stab Sta
[Weapon] Flower O rnament [Accesso	Blazing Club [Weap	ang Axe [Weapon] Ston	Poko Poko Drum [Lef	g Slap Whip [We	b Spear [Weapon] Stab
y] Flower Ornam ent [Accessory]	on] Beast Head [H ead] Beast Head [	e Knife [Attack/Material] Gigigaga's Wakka [Access	t Hand] Poko Poko D rum [Left Hand] Uh	p] Boom Boom Bone [Wep] Clapp	Stab Spear [Weapon]
	Head] Fake Chest Hair [Accessory]	ory] Flower Ornament [ ] Accessory] Tsuke Muna	oho Mask [Head] Uh	er Case [Ar] Fang	Clapperboard Case [Arm or] Buzz Buzz Caltrops [
		ge [Accessory]	oho Mask [Head] F	Necklace [Acc] Wild Dress [Ar	Attack] Leather Strap
Tsuke Munage [Accessory]			ake Chest Hair [Body] Guts Gloves [Hands]	] Bola [Atk] Wild	[Material] Boing Venus [
Flower Ornament [Accessory]	Fake Chest Hair [Body] Fake Chest			Bag [Wep]	Recovery] Wild Armor [A rmor] Buzz Buzz Knife [
Uhoho Mask [Head]	Hair [Body] Wild Dress [Body]	Gasong Glove [Hand			Weapon]
Fang Necklace [Accessory]		] Bola [Atk]	Wild Bag [Weapon		
Buzzing Caltrop [Atk]	Leather straps [Material]	Boin Venus [Rec]	] Wild Armor [Armor]	Buzz Buzz Knife [Weapon]	

[Head] Headgear [Hand] Gloves [Accessory] Accessory [Attack] Attack Item [Recovery] Recovery Item [Material] Material

Gigigaga Loop [Accessory]

Equip Location ● Accessory Defense 3 / Intelligence +3. Allows evasion o f enemy blunt weapon techniques.

Flower Ornament [Accessory]

Equip Location ● Accessory D efense / ● leases Intelligence wit h additional effect.

Bolas [Attack Item]

When used as an item, it allo ws you to perform a jumping ' entanglement' attack.

Shock Shuriken [Attack Item]

When used, it paralyzes enemies w ith a long-range Wind-attribute atta ck called "Electric Shock."

Boin Venus [Rec overy Item]

Equip Slot: ●Accessory. When used, it can heal allies with the skill "Prayer of Healing."

Stone Knife [Attack Co nsumable] Not only can it be used as a material, but it can a lso be used for ranged attacks by "th rowing" it at enemies.

Leather cord [Material]

A highly valuable material. Howev er, it's the most difficult to make, requiring a 'Stone Knife'.

The development code name is

It was called 'Dotetchin' (laughs).

The Hidden Side of the Prehistory Chapter

Developer ● Takashi Tokita & Hideki Okuma & Kiyofumi Kato Interview

Okuma The biggest appeal of the prehistoric chapter is, after all, the relationship between the protagonist and Goli, isn't it? They feel like good partners. That's right, I was thinking of an image like Gon and Dotetchin from the old anime 'H ajime Ningen Gyatoruz' (laughs).

Tokita That's why the development code name was 'Dotetchin' (laughs). We thought that if it's prehistoric, we'd definitely need a gorilla like D otetchin. Kato The giant bone meat is a must-ha ve. When it comes to the prehistoric chapter, we had to include that bone-in meat.

Tokita: I feel like I was most in my element with th e Prehistory chapter (laughs). Also, regarding the pr otagonist's name, there are limited characters you c an use, and not all of them appear, which I think is a point of contention. But I hope people will give him a fitting name within those constraints. Okuma: I struggled a lot with the names of the techniques too. There was also the idea of writing a proper e xplanation for each technique. Also, there are some hidden secrets in the Prehistory chapter, so I hope people will play it multiple times.

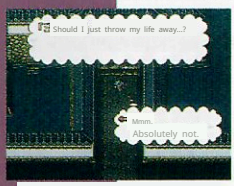
Bakumatsu Chapter

Various tricks and mysteries are hidden within. Ode Castle. We'll reveal all of its secrets. Complete analysis of the conditions for achieving the 100-man kill and 0-man kill challenges!! If you haven't already, give it another try!!

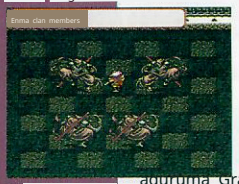
Bakumatsu I

Abandoning a secret mission midway makes you a rogue ninja!

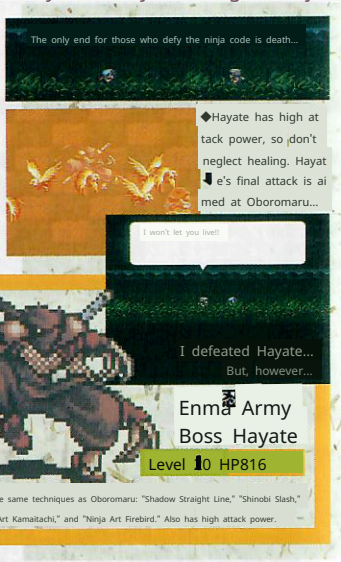
This event occurs if you abandon Ryoma and try to escape from the Odemachi castle gate. Oboromaru, now a rogue ninja, must fight off the assassins of the Enma Ninja Squad who attack one after another. Four members of the Enma clan attack at the same time, but there is no problem because you can easily win if you use the 'Ninja Art Firebird'. The real strong enemy is Hayate, the leader of the Enma Ninja Squad. It will be difficult to defeat Hayate unless Oboromaru raises his level enough to learn the 'Ninja Art Yagurima Grass'.



You cannot save after leaving the castle gate. Save beforehand.

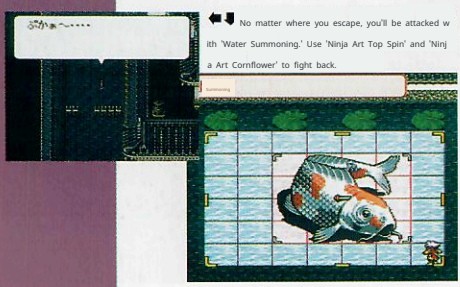


If you use 'Ninja Art Firebird' in the center of the four, you can defeat them with one blow.



Bakumatsu II

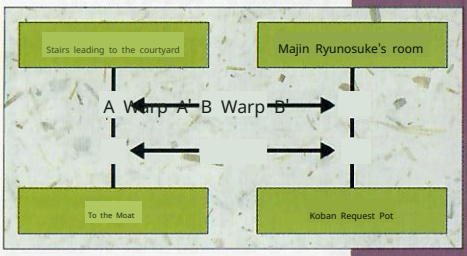
Defeat Iwama-sama to obtain the Water God's Scale!



A single shadow moving within the moat—that is the giant carp, Iwama-sama. With over 2,000 HP and high defense, it's a difficult opponent to defeat. Oboromaru alone will certainly struggle. After Ryoma joins your party, assign Oboromaru as the attacker and Ryoma as the healer to divide the roles and fight effectively. Defeating him will get you the 'Water God's Scale.' This can be used as an item or equipped as an accessory.

You can warp to a hidden room from the underground passage!

In the courtyard, moving the stone lanter n allows you to proceed to an underground passage leading to the moat. However, this passage actually hides a significant secret. While walking through the underground pas sage, there's a spot where you'll hear a sm all 'click' sound. This is a warp point.



This is inside the hidden room. The strong est weapon in the Bakumatsu chapter is hid den here. Walk slowly downwards, and if you hear a 'click' sound, return upwards.

If you pass through the normal passage fr om top to bottom, you will pass through AA' B'B. Here, if you move upwards without movi ng down a single step when the sound "clic k" occurs and you warp to AA', you can go t o a hidden room. You can return to the origi nal passage by reversing the procedure.

What happens when you defeat the Majin Ryunosuke...?

Attempting to take the sword from the wall will initiate a battl e with the Majin Ryunosuke; victory will reward you with the 'Mur amasa.' Furthermore, you can obtain four Koban coins from a hidd en passage to the left of the stairs leading to the lantern.

Without it, it's difficult to win. Learn the "Ninpou Yaguruma-no."

Be placed inside. From the mi ddle of the stairs to the left side

At the Koban-giving pot...? One Koban... no benefit.

If you leave the room of the Majin Ryunosuke and go down, you will arrive at a place where a pot is pl aced. If you give a Koban to this pot, you can learn techniques regardless of Oboromaru's level.

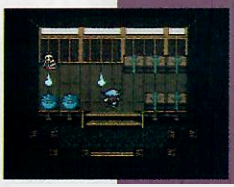
6 cards... Allows you to learn "Shad ow Straight Line".

10 cards... Allows you to learn "Ninj utsu Yaguruma Grass".

If Karaku ri-maru is a n ally, Kara kuri-maru c an also lear n the techn ique.

Fighting Hitodama makes it easy to level up!

There are two Hitodama in Storehouse 2. These Hitodama will revive repeatedly unle ss you defeat Okyo-san in the back. After d efeating the two Hitodama, go outside the storehouse and re-enter to fight the Hitoda ma again. Repeating this makes leveling up easy. The 'Fire Release Technique' is effect ive against Hitodama. If you are aiming for a 20-man kill streak, or fighting Iwama-sa ma, Hayate, or the Majin Ryunosuke, level up sufficiently here.



Hitodama won't attack on their own. U sing 'Fire Release Technique' or 'Ninja Art: Kamaitachi' makes it an easy win.

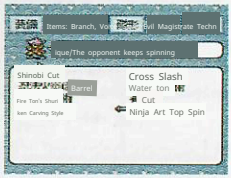
★Okyo doesn't move, so you won't enter combat unless you approach her. Focus solely on fighting the Hitodama.

You can learn the 'Ninja Top Spin' even without leveling up!

Learnable!

In the leftmost room of the second citadel, there is an elder who is spinning a lady-in-waiting. If you cut down the lady-in-waiting here and stand under the elder and talk to him, you will be spun by the elder one hundred times. After doing this ten times, for a total of one thousand spins, you can learn the 'Ninja Top Spin' technique. If Karakuri-maru is present, Karakuri-maru can also learn the 'Ninja Top Spin' technique. Note that this event will not occur unless you look through the attic peephole.

●Spin Oboromaru a thousand times to get the Elder will reveal that Chi has died of exhaustion on his own, and new skills have been added.

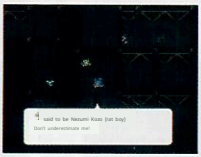


After the elder dies, checking the skill column

The Watanabe father and son were sneaking into the attic of the second citadel!

When you go to the attic of the Ninomaru, there are two ninjas, one green and one blue. These ninjas are actually Watanabe and his son. Approaching the ninjas triggers the Watanabe event. In the Bakumatsu chapter, Watanabe, as Nezumi Kozo, was sneaking into Ote Castle to steal koban (old Japanese coins). When Watanabe's father tries to take the treasure chest, he is noticed by the feudal retainers in the room below and is killed.

The event will not occur if you kill the samurai in the room below first.



Watanabe's father narrowly dodges the samurai's attack, but...

He is stabbed by the samurai's spear and dies. The child screams and cries.

With the Cloaking Minnow, you can

Defeat the Boxed Daughter!

To defeat the chambermaid who has become a 'Boxed Daughter,' first speak to the box once. Then, hide with the Cloaking Minnow for about 30 seconds, and the chambermaid will peek out of the box. If you speak to her then, you can defeat her.

When you first enter the room, the chambermaid's waist

You'll be 'boxed in' once you leave the room. Ignore the original and take the treasure chest.

If you help Bakumatsu Goemon, the contents of the treasure chest will be restored!!

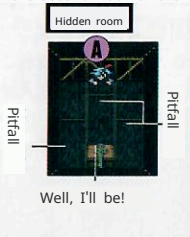
There's no benefit to killing Goemon for any purpose other than to achieve the '100-Man Slash'.

You can obtain 10 Koban from treasure chests. If you use Goemon, you'll get double that amount, 20 Koban.

If you let Goemon escape, the contents of certain treasure chests and pots will be restored. The items that reappear are: Genji Helmet, Genji Armor, Genji Gauntlets, Genji Boots, Muramasa, Grappling Hook, and Koban. If you collect all of these items and then let Goemon escape, you can double them. Treasure chests that haven't been opened before you let him escape will, of course, remain in their original state.

You can move to a hidden room from the attic on the second floor of the main keep!

The attic on the second floor of the main keep is full of trapdoors. However, one of these holes is actually an entrance to a hidden room. To get to the hidden room, fall into the trapdoor three steps above the treasure chest in the lower left corner. However, be careful, because if you bring Karakuri Maru with you when you fall into the hidden room, you won't be able to reach the treasure chest.



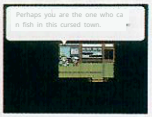
You can cut down all the powerful clan warriors surrounding Hannya-maru!

Hannya-maru attacks the first warrior after 2.5 seconds, and then cuts down the powerful clan warriors every 1 second. In other words, you need to cut down 4 powerful clan warriors within 2.5 seconds.

Time does not progress while events are happening or menus are open. However, if you touch Hannya-maru midway, he will cut down everyone.

If you talk to him after killing 0 people, the chief retainer will give you 10 'Castella'.

If you proceed to the 3rd floor of the main keep without killing anyone, you will receive 'Castella' from the steward. Don't be satisfied with just one; if you talk to him repeatedly, you can get a total of 10.



If you kill even one person, you won't receive 'Castella.' They will only tell you how many people you've killed.

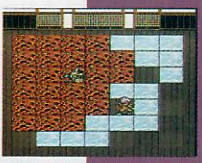
With a spring and 4 koban, you can get Karakuri Maru at the Ba...

Join the party!

After defeating Karakuri Gennai, a narrow hole will appear in the upper right corner of the upper room. Put 3 gold coins here, and then to the room below.

Return to where Karakuri-maru is. Let's defeat all the electrodes first.

One sheet will be used when returning.



He will join you as a companion if you win the battle.

From the trick Buddha statue in the attic of the 4th floor of the main keep,

You can acquire skills!!

By receiving specific skills from the trick Buddha statue, you can learn that skill regardless of your level. You can learn 'Shura's Inferno' from the Shura Buddha statue, and 'Ninjutsu Firebird' from the Flame Buddha statue. If you already know the skill, receiving it again will have no effect.

Attack Shura's Buddha statue with the "Water Style Technique."

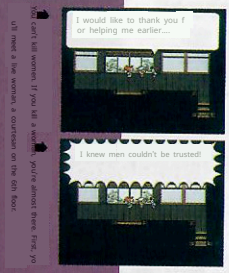
Defeat the two flame Buddha statues and wander around at a distance.

If you follow these rules, even killing 100 people isn't a dream!! But even if you achieve it, there's no merit. However, killing 100 people is far more difficult than killing 0. You should be able to tell just by looking at the number of conditions. If you're aiming for a perfect Bakumatsu chapter clear, you should, of course, aim for 0 kills, but also challenge yourself to 100 kills. If you look at the complete strategy guide map from page 68, you'll know the location of all 100 people. Find them all while adhering to the 5 conditions, and successfully achieve the super-difficult 100-kill challenge!!

The ultimate goal of the Bakumatsu chapter is to kill 100 people, that is, to kill everyone in Odete Castle. However, unlike killing 0 people, killing 100 people doesn't get you any items.

Five Rules for Achieving 100 Kills

1. You must not kill any human women at the beginning
2. Some characters will not appear depending on the route you take
3. You must recruit Ryoma before meeting Ote
4. Do not make Karakuri-maru your ally.
5. Do not guess the correct password.



1 Do not kill a human woman from the beginning.

If you proceed to the 6th floor of the main keep without killing the maids, female ninja, and Okame, the maids will appear there. After killing these maids, go back and kill the female characters. It's okay to kill Okyo, Omike, Lady Yodo, and the princess that Lady Yodo is disguised as, because they are not human.

2. Depending on the character and the route taken, some characters may or may not appear.

Depending on the route Oboromaru takes, some people may or may not appear. If a character doesn't appear even though there's a 'slash' mark on the complete walkthrough map, there's a possibility they've disappeared. In this case, you'll have to give up and start over.

3 Before meeting Ote

You must recruit Ryoma. If you haven't helped Ryoma, he will appear in Ote's room and drive away the Eight Swordsmen inside.

4 Do not make Karakuri Maru your ally

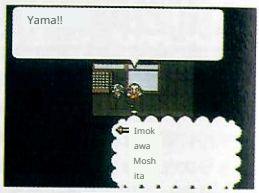
If you take Karakuri-maru to the Komuso on the 5th floor of the main keep, it will be startled by a mouse and go on a rampage, exploding and disappearing along with the three Komuso.

15. Do not answer the password correctly.

Each time the bell rings, the password alternates between "kawa" (river) and "moto" (origin). If you choose a word other than these two, you will definitely be attacked.

If you defeat Amakusa Shiro by the 5th floor of the main keep, Ryoma should have joined your party.

You need a specific item to recruit him, so it's easy to miss.



If you answer the password correctly, you will no longer be able to cut the opponent.

Clear the game without killing anyone to get the 'Yoshiyuki'!!

If you clear the game with 20 kills, you can receive Ryoma's beloved sword 'Yoshiyuki' in the Bakumatsu chapter's ending. This sword has an added paralysis effect, so it should be advantageous in the early battles of the final chapter.

Equipped from the beginning. However, in the final chapter, the most...

Cannot be used in the Bakumatsu Chapter.

Three rules for achieving a zero-kill run

1. Don't get the password wrong. 2. Meet Ode without recruiting Ryoma. 3. Recruit Karakuri-maru and go to the Komuso.

1

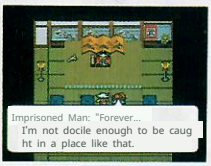
The password is...

You absolutely cannot afford to make a mistake and get into a fight, as there's no escaping. To account for potential errors, saving right before is a good strategy.

Be careful as it changes. The password is based on the sound of the bell.

Meet Ote without doing 2

Contrary to the 100-man kill scenario, have Ryoma drive away the Eight Swords men. You just need to reach the 5th floor without helping Ryoma.

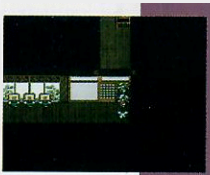


You can join the group here. Even if you ignore Ryoma.

3

Make Karakuri-maru your companion and go to the Komuso's location.

Karakuri-maru will break if it falls into a pitfall. Carefully guide it to the 5th floor of the main castle.



There's a Karakuri Maru. It will be a battle.

It's a scenario where you blast through like in an action game.

It's a scenario where you blast through like in an action game.

The Hidden Side of the Bakumatsu Chapter

Developer Takashi Tokita & Naoya Kawabata Interview

Kawahira (Planning): The concept is that the scenario progresses like an action game, so we made it fun at each stage.

Tokita (Planning): You can clear it without defeating 100 people, and you can proceed without helping Ryoma. Kawahira: If you defeat 10 people, it would be great if the route changes accordingly. I want everyone to have fun and wonder, "Where is the 100th person?" (laughs). Tokita: By the way, the average number of enemies defeated by the monitors is about 80. The fewest was about 60, and where...

I was worried about having dozens more people to deal with. Kawabira, it's more like a drama, or rather, there's almost no scenario, so I think people can enjoy it purely. Tokita, the Bakumatsu chapter has various ways to enjoy it, so I really want people to play it many times.

Medieval Chapter

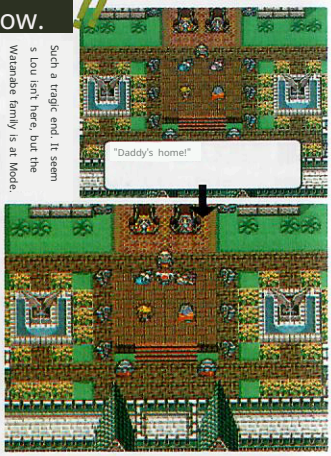
Several hidden secrets are also concealed in this chapter, which holds an important position in the story. Some are important for reaching the final chapter. Let's uncover them. This is the entirety of the hidden mystery.

Medieval Era: Watanabe in the Medieval chapter was suddenly defeated by Straybow.

The Watanabe father and son always appear in each chapter. In the Medieval chapter, they appear in the arena of Lucretia Castle. That's right. The gladiator Watt Nabe who appeared in the opening is that person. However, he was completely defeated by Straybow. Watanabe's son cries at the sight of his fallen father. Fate remains unchanged in any world.

Names are read out. Others He doesn't know if it's correct. In the world of what kind of experience he will have

Such a tragic end. It seems Louis isn't here, but the Watanabe family is at Mode.



Ah.

Takashi Tokita version of Think of it as FFIV.

The Hidden Side of the Medieval Chapter

Developer Takashi Tokita & Yoko Shimomura Interview

Tokita (Planning): Actually, the first chapter we created was the Medieval one. It probably has the best balance as an RPG element. It has a map, battles, and a story. The system is also straightforward, and the Medieval chapter is the only one where you encounter enemies normally. We created this standard one first, and then we moved on to work on various other chapters. However, the other chapters became so diverse that, in the end, only the Medieval chapter stood out in a unique way.

Wow, the vibe has totally changed (laughs). Story-wise, we made it like a pretty standard RPG, but with a big twist at the very end, to make users go, "What the heck! ?" That's the kind of surprise we were aiming for. The development is all about how... is also an RPG, right? Having Straybow waiting by the gate is like Cecil and Kain when I made "FFIV." But I wanted to give Kain more of the spotlight. What if we focused on a Kain-like character, a loser, and developed the story around him? What if Cecil and Kain's roles were reversed? This idea led to the Medieval chapter.

Princess Alicia is the only one getting trashed within the company (laughs). I tried to follow up with a final message, but if a man did something like that...

If you don't take the items, then in the final chapter,

These become powerful items when left untouched!!!

Several items are placed inside L ucretia Castle and Demon King Mo untain. All of them are there to su pport your adventure, but surprisin gly, by not taking these items, they will become one rank stronger in the final chapter. Let's give some e xamples.

Healing Herb, Gigantic Bone Meat, Castell a, Peach Bun, Potion NO.9

Normic Sword, Marveler Sword, Axian Sword, Parasite Sword, Amon Blood , Demon's Cloud, Surlit, Nightmar e Helmet, Genji Helmet

Sacred Armor, Silver Sacred Garb, Genji Armor Roi

Leather Gauntlets, Genji's Gauntlets

Chariot Boots, Genji's Tabi

and so on, achieving a considerable power-up.

There's no reason not to take it.

Also, even if you refrain from taking items in the Medieval China chapter, rest assured that as long as you have sufficien t skills, you won't struggle too much.

Medieval Chapter

It can be healed. In the fin al chapter, it can only be obtaine d from Famille's Healing Herb an d Mt. Demon King. The targets a re plains and castles.

Obtained the Normick Sword!

Final Chapter

Swords, etc., are easy to mis s. Items not obtainable w ith 'Parasite Sword.' About h alf are obtainable items outs ide the final chapter.

"Oh, the Marveler Sword!"

Everyone's probably thinking, 'You've got to be kidding me.' Even Shimomu ra (the composer) has various women appearing depending on the scenario , right? The worldview of the person i n charge, like Tokita-san's view of wo men in the Middle Ages chapter, com es out. Because it's Tokita, in a way, t he kind of woman I like is like Rei. Sh imomura: Someone a bit tomboyish. T okita: The ones who act all girly and say, 'Aren't I cute?' are sometimes cru el. Your own values really come out, d on't they? Shimomura: That's right. Yo u end up grinning while playing the g ame (laughs).

Tokita: So, please enjoy the planner's view of women as well.

Please enjoy the planner's view of women as well (laughs).

Final Chapter

As it's the final chapter of the game, there are quite a few hidden secrets. Most of them relate to rules and patterns. It's not too late to explore them even after clearing the game. Let's master the hidden aspects.

Final 1 An item to recruit Samo Hakka had a 'Fullness' level!

Food item

Item Name	Fullness
Healing Herb	1
Joshua's Fruit	2
Alice's Piske	2
Eden Apple	4
ホネ Meat	2
Giant Bone Meat	4
Bourbon	1
Tequila	2
Carrot	1
Tenmasu [Her ball tempura]	2
Castella	2
[illegible]	4
Taiyaki	1
Banana crepe	2
Misawa Yaki	3
Anman [sweet bean bun]	1
Steamed Meat Bun	2
Peach Bun	1
Shark fin steamed bun	3
Aged wine	1
White clover, she	— 1
pherd's purse, ra	— 1
gweed	— 1
Veronica persica	— 1
Guardian Herb	— 1
Giant Bone Meat	5

When recruiting Samo and Hakka, you must give them food-based recovery items and make sure they are not full. Foods have a "fullness level" value set from 1 to 5, and 20 minutes of fullness

Only by giving him food can Samo finally fill his belly.

The fullness provided by each item is as shown on the left.

You can feed Samo the "Giant Bone Meat" 4 times, or go to the Medicinal Herb Habitat and... You can gather 20 bundles of 'Naori Grass'. However, be careful when giving food that reduces fullness by -1, as it's a waste.

★ Be aware that items like 'Potion NO.9' are not counted as food at all.

Final 2 "Hoiko~ro~" won't trigger a counterattack from Pistachio!

If you attack Pistachio, who appears in the final chapter, carelessly, you'll suffer a fierce counterattack with "Hell Fragrance."

However, if you attack with Samo's "Hoiko~ro~" or Yun's "Kuuha Senpuu Shu," you won't be counterattacked. You can easily obtain "Enhancement Parts."

There was a definite pattern to the monsters that appeared!

Final 3

Rule 1

The enemies that appear change depending on the total level of the party members.

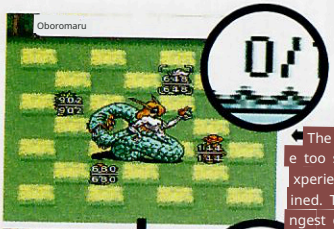
A character must have 100 experience points to reach the next level. However, the experience points gained from enemies gradually decrease as the character's level increases and the enemies become weaker. This can be seen as a system to prevent easy level-ups. And when the experience points gained become '0', strong enemies that can earn experience points will appear.

In the final chapter, the timing of this new monster's appearance is determined by the party members' total level. As the level increases, it becomes impossible to gain experience from weaker enemies, and you have to wait for stronger enemies to appear. However, it's a different story once you enter a dungeon. Enemies one rank stronger than those on the plains await you. Enemy

Rule 2: When the party's level is 104~107, on the field,

all experience points from appearing enemies become zero.

As the party's total level increases, the types of enemies also change, but there is a limit to the strength of the monsters. Once the total level of the characters reaches 104~107, no experience points can be obtained from the enemies that appear on the field. Of course, if you enter a dungeon, relatively strong enemies will appear, but there is an easier way to level up. Simply remove the high-level characters and add low-level characters. The same can be achieved by using a Cube. This alone will drastically lower the party's average level, making leveling up much easier.



The party has become too strong, and no experience points are gained. They are the strongest on the field.

◆Experience points can be gained simply by replacing party members. However, it is important to replace them with weaker characters.

Final 4' To Odiomoll with 'Hoiko~ro~' Deals powerful damage!

One of the final bosses, Odio M ole, is almost impervious to norma l attacks until he transforms into P ure Odio. However, Sumo's "Hoi-ko ~ro~" technique, despite having a s trong random element in its damag e output, is guaranteed to deal ~10 0 damage. Notably, the 100 damag e is dealt when Sumo performs a s umo stomp after dancing for a lon g time. Also, "Hoi-ko~ro~" is not li mited to Odio Mo le; it also has the advantage of not suffering any counterattacks. Furth ermore, while not as effective as "H oi-ko~ro~", Sundown's "Hurricane Sh ot" can also inflict considerable dam age on Odio Mole.

In the case of "Hoi-ko~ro~"

Damage from single digits to 1000 seems to be the most common. The num bers vary, but are generally around 30~50.

In the case of Hurricane Shot

Deals the most powerful class of damage in Sundown. Attack. Stable arou nd 5-20

In the case of normal attacks

Deals mostly single-digit damage No. Wait until you get Pure Odio.

Final If you have a (5 5 self-destruct item, you can use it with Pure Odio.

Can be mutually assured destruction!!

Even if a character is knocked out, you can revive them, but be careful not to die in the poison field before that.

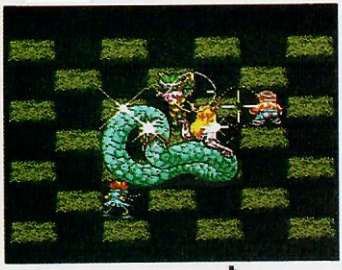
If you don't take the 'Flame Armor' in t he Demon Mountain of the Medieval Cha pter, you can get the 'Golden Death Arm or' in the same place instead. Of course, you can equip it, but if you use it in battl e, it's an item that can deal a lot of dam age to the enemy in exchange for a large amount of HP from the character using i t. Losing one character by using it is painf ul, but it can be said to be a perfect pow erful item to fight against Pure Odio, who has high defense power. It is reassuring to be able to deal more than 100 damage even to the final boss. Be sure to use it.

If you defeat Ishtar, the final stage is within reach! ⑥

You can earn experience points anywhere!!

As the adventure reaches its climax and th e total level of your party members increases , Ishtar will begin to appear in the field. This enemy has a very high experience point val ue of up to 50. You can level up after fightin g it just twice. However, Ishtar is a formidabl e enemy with 1,600 HP, comparable to Odio Eye and Odio Mouth, and possesses vicious special moves such as "Escher Space" and " Möbius Rondo." If you fight carelessly, there i s a clear danger of total annihilation. If you encounter it, try to attack from behind as m uch as possible, while neutralizing the oppon ent's attacks with techniques that change dir ection, such as "Body Blow Spin Kick" and "C ross Slash." In addition, if you defeat it, you have a 12% chance of obtaining a "Golden H air Ornament" and a 50% chance of obtainin g a "Joshua Fruit."

Ishtar's blind spot is from the back to the tail. Have your strongest characters move to the rear.



The Final 7

The Watanabe parent and child are in the Dungeon of Instinct...

Petrified!!

The Watanabe father and child are always a cting out tragic scenes. Their final stage is ins ide the Dungeon of Instinct, located on the m ountainside of the Hero's Mountain. However, the usual pattern of the father dying and the child crying is nowhere to be seen, because b oth of them are already petrified. Actually, t his event is an important dying (?) message t hat foreshadows the existence of Death Prop het, one of the hidden bosses. If you escape from enemies 100 times in the final chapter, Death Prophet will attack you to turn the cow ard into stone. That's right. The Watanabe fat her and child were victims who were petrified after running away 100 times. By the way, y ou can get the "Aerial Mail" by defeating Dea th Prophet.

Akira uses telepathy. Stone tears evoke tears. A tragic message can be heard.

The Watanabe parent and child were petrified, but... After that, no matter how many times you escape, no one will target you. Once you defeat the Death Prophet once.

Please choose your favorite character f

or the final chapter's 裏 (ura - hidden

side/back story)

Developer Takashi Tokita Interview

You can defeat the boss immediately if you want

You can defeat them if you want

Tokita: The way to enjoy the Final Chapter is, in a way, up to each individual. It's really like a dungeon RPG, where you can choose your character and play as you like. In dungeon RPGs, you can't go to the next floor unless you clear all the mysteries, but in the Final Chapter, it's up to you whether you search for the mysteries or not. You can defeat the boss immediately if you want. Of course, in terms of battle balance, it's impossible to defeat them, but... While saying there's freedom, it's actually difficult to clear it alone (laughs). But freedom is often talked about in any game, but I feel that it's only when you push it to the limit like in the Final Chapter that you truly feel free. Regarding the Orsted Chapter, you can certainly choose him on the character selection screen, but in terms of worldly good and evil, he's clearly evil, so I wanted to draw a line between him and the other characters and make it an unbearable ending. A happy ending would be a lie. In terms of game content, it's just a battle where the roles have changed. I think that's fresh in its own way, but personally, I wanted to do more different things. Even with 24 megabytes of capacity, it wouldn't have been enough.

At Roppongi, Tokyo. Mr. Tokita passionately discusses how to enjoy the game, his excitement from completing it still fresh.

Yes, the medieval chapter's background appears on the title screen, right? That was made after we finished creating the main game and were thinking about the opening and ending. I wanted to show a landscape used in the ending and make players who turned on their Super Famicom think, "Huh, what's this place?" It might be a bit of a sly trick. Also, the main theme being used as the battle scene music is the same idea. It's a battle scene where all the characters gather, so we made it the most memorable.

After clearing the game,

the feeling is different, isn't it?

There are two types of freedom: the FF-style freedom that pulls you in with the story, and the Romancing SaGa-style freedom that pulls you in with the system. In "Live A Live," the Medieval Chapter and the Final Chapter each have something in common with those styles. As a creator, I prefer Romancing SaGa to FF. I really want to make a game like that. I often drink with the people who make Romancing SaGa and talk about that kind of thing. But they tell me, "We're making a game, so it's natural for it to develop in a system-oriented way," which impresses me. I wanted to do both FF-style and Romancing SaGa-style in this game, greedily. The feeling after clearing each one is different. For the player, it feels like playing completely different games, but I want them to sniff out that unique "Live A Live" scent after playing through the Final Chapter.

Secret Boss Introduction

Formidable foes slumbering some where in the world. Fight them t o obtain the strongest armor.

The World is Born
Pre-existing Master

Amur Kreitia

LV●40 HP●2000

Special Moves

Crunch, Bod y Blow, Wat er God's Whisker, Whi p Tail

[Attributes]

[Sharp][Char ge][Blunt W eapon][Blun t Weapon]

In the Dungeon of Instinct, he reveals various mysteries of Lucretia in exchange for the 'Golden Chonmage'. W hen facing him as an enemy, surround him on three sides to immobilize him. Defeatin g him will reward you with the 'Aerial Ring'.

A demonic beast
lurking in the darkness

Jaggi Egg LVO1 6 HP 384

Special Moves

Electric Massage Spin Drive Space Phage La ser Sonic

[Attributes]

[Wind] [Techniq ue][Spiri t][Sharp]

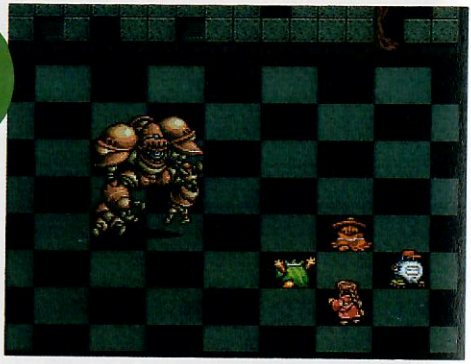
A higher life-form lying in wait to target intruders in the Dungeon of Tim e. They always attack in groups of four, so

Approach and finish them with the intent of killing each one. You can obtain the "Aerial Grab" after defeating them.

Yuraucus, a terrifying combat wea

pon wandering the labyrinth

LV●48 HP●656



Special Moves [Attribute][Flying][Flying][Flying]

Missile

Vulcan Cannon

Grappling Hook

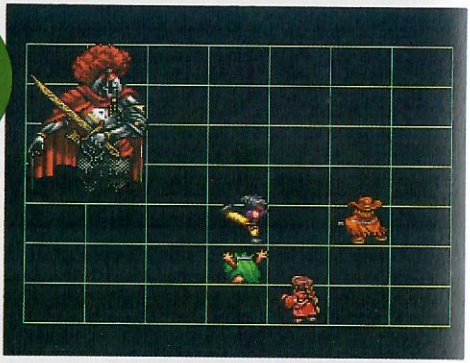
Appears in the Dungeon of Knowledge. Defeating it will grant you the "E

thereal Helm."

Head Plucker awaiting the par

ty in a multi-dimensional space

LV●16 HP●448



Special Moves [Attributes]

Weather Blade [Sharp]

Appears in a multidimensional space when escapin

g from Odio's challenge. Possesses the 'Aerial Boots'.

Death Prophet, the dark fang that ap

proaches those who have escaped 100 times

LV●32 HP●960

Special Moves: Tiger Form Fist, Petrification Sphere, Dimensional Rift Severance, Tail is a No-No [Attribute][Blunt][Flying][Wind][Fire]

Appears after fleeing from 100 battles

. Defeating it yields the 'Aerial Mail'.

The Nemesis, Orsted

Odio, the Lord of Evil's Revenge

As the protagonist

Walkthrough Route

Defeat the 7 heroes in the Stone Statue Chamber of the Demon King Mountain to clear the game.

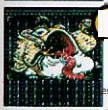
Seven stone statu es are placed in the hall. Each one will...

These are the incarnations of evil defeated in the previous seve n episodes. Now, speak to each statue and face the bosses.

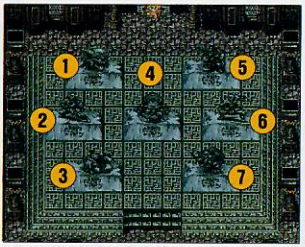
...manipulate and eliminate the hero

① Mother COM's "Hard Protect" is the strongest attack. Easily defeats t he cube in 4 or 5 shots.

2. Use Odio Wan Lee's 'Flyi ng Claw' and 'Mad Dance of Flames' together to def eat the Shinsan Fist Maste r with poison. 3. Transform into a Gama Snake and c reate a poison field with ' Poisonous Snake Whip,' th en attack with 'Geko Geko.'



Hidden Great Buddha Seal the hands and feet with 'Liquid Human Curs e' and 'Keruru~ Showa.'



es 5 Dio

You can inflict 999 damag with 'Gatling Fire.' It's an easy win.

6 Ody

Paralyze with "Acro DDO" and attack wi th "Death's Scythe."

7 O~di~o~

Combining "Dive" with the strongest technique, "Crun ch," results in invincibility.

The boss characters' stats are slightly stronge r than in the first battle, so you should be ab le to win relatively easily. All the hi-

– Victory over Law leads to a hollow ending, namely "S ADEND."

Ending Event

Except for Orsted

In the case of the protagonist:

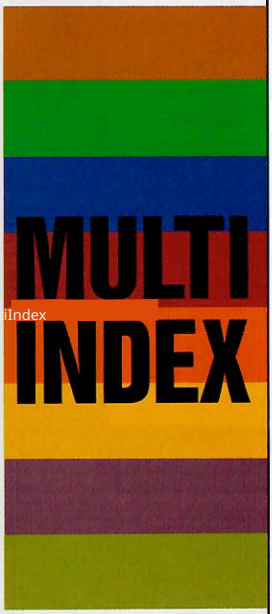
How to see the true endi ng after defeating Odio

After the final battle, Orsted returns to his ori ginal form and resolves himself to be defeate d by the hero. The ending changes depending on the choice the player makes at this time.

If you recruit all 7 people who didn't fin ish off Orsted: ○ If the 7 people are re cruited, each hero will fight the 7 bosses t hey recruited ag ain, and you will fight the bosses of this world again. If you win, you will reach the true endi ng. If you win, you will proceed to the tempor ary ending event. The ending event begins.

Finish off Orsted

Enters battle with the defenseless Orsted. After it ends, the protagoni st hurls an insult at the collapsing Orsted, and the display shows "NEV EREND.....".



This book lists important items in alphabetical order, including their type, the world they appear in, and the page number. I hope it helps you enjoy the nine worlds. Wayne

Item Name | Type | World | Page

Archaeopteryx | Enemy | Primitive | 61
Archeo♀ | | Primitive | 61
Armstrong Arm | | Medieval | 88
Lock Iron | | Modern | 37 M
Beetle Iron Foo | | edieval | 88 N
t Ice Helm I | | ear Future | 110
ron Suit Sky | | Medieval | 87
Pin | | Medieval | 87
Akira | | Western | 15
Axian Sword | Enemy Skill | Near Future | 20
Evil Abacus | Enemy Item | Medieval | 81
Nightmare Helmet | Item Item | Late Edo | 78
Acro DDO | Item Character | Medieval | 85
Acrophobia | Item Character | Skill | 38 M
Upgrade Anni | Item Item | edieval | 89 SF
e | Item Modern | 46 Western
Annie's Chemise A | Enemy Skill | 16 Western
nubuinophobia A | Enemy Skill | 108 Medieval
bise Geri | Enemy Ene | 89
Apophis Fio | my Enemy | Modern | 35
Amakusa Shiro | Ene my Ite | Final | 92
Amur Cloetia | m Item | Late Edo Per
Amethyst Shiel | Ene my E | iod 73 Final
d Amon Blood | nemy Ch | 137 Final 93
Arachnophobi | aracter Item | Medieval 8
a Roughneck | Enem y Enem | 4 Medieval
Alicia | y Ite m En | 89 Kung Fu
Alice's Bisque | emy Skill | 51 Medieval
Arcosaura | Skill Skil | 80 Medieva
Arcosacra ♀ | l Item I | l 80 Primitiv
Argos' Pupil Alsi | tem | e 66 Primitiv
Aloha Rite | | e 66 Mediev
Anti-Field Unb | | al 85 Kung
urst Storm An | | Fu 51 Mode
man | | rn 37 SF 4
| | 6 Medieval
| | 87 Kung Fu
| | 54

E-Shi | | Kung Fu | 51 K
E-Bayko | | ung Fu | 51 W
Intimidation | | estern | 18 19 Late
Fire Intimid | | Edo Period | 67
ation Fire Fist | Techniq | Near Future | 21, L
of Fury Izanagi Scr | ue item en | ate Edo Period
oll Ishtar | emy tec | 78, Final 92, Ne
Lightning Upper | hnique | ar Future | 21, Wes
Lightning Shot | techniq | tern 19, Mediev
Healing Prayer | ue tech | al 87, Late Edo
Iwama-sa | nique e | Period | 73, 124
ma Inkeiji | nemy t | Medieval | 87 N
Ino Research | echniqu | ear Future | 32 Sci-
| e enem | Fi 46 Late Ed
| y technique | o Period | 78
| item |

Winchester | Technique | Western | 18
Mrs. Wayne | Characters | Western | 16
WoWo ~ | Characters | Western | 17
Water | Technique | Primiti | ve 55
Ukki | Enemy | SF 115
Ukipuu | Technique | Primitive | 55
Hind Leg Kick | Technique | Primi | tive 55
Uho | Technique | W | estern 18
Uho Puu | Technique | Primitive | 55
Uhoho Mask | Techni | que Primitive | 55
Pulled by Horse | Item | Primitive | 122
Uranus | Techni | que Western | 18
| Charact | ers Medieval | 87

Liquid Man W | E | Near Future | 2
1 Eden's Apple | nemy It | 329 Medieva
MK Badg | em Ite | l 84 Near Fut
e Aerial Grab | m Item | ure 33 Final
Aerial Boots | Item I | 137 Final 1
Aerial Helm A | tem Ite | 38 Final 138
erial Mail Ae | m Item | Final 138 Fi
rial Ring Elb | | nal 137 Nea
ow | | r Future 20
Ele-Mirage Flame Han | | SF 116 Kung
d Blade | | Fu 50 Near
Principal's Pants | Item Ene | Future 33 Final
Entomopyrum Ent | my | 92 Medieval
omophobia Fiend' | | 89 Late Edo
s Hand Item | | Period 73
Oedipus | item | Final 2
Sir Dog Oil | item | Final | 92
Kingdo | | Western | 15
m Soldier | | Medieval | 8
Golden Topknot Cha | | 9 Final 93 P
mpion's Fang | Item Ite | rimitive 121
Royal Family's | m Item | Medieval 8
Shield Common Fi | | 0 Kung Fu
eld Speedwell Audi | | 54 Primitive
o 0.Dio Ok | | 66 Wester
ame Face Ok | | n 19 Late E
yo | | do 71 Late
Odio | | Edo 71 Fina
Odio Eye | | l 106 Final
King Odemara | | 106 Late Ed
Odie O'Bright | | o 77 Moder
Odiomouth Odi | | n 38 Final 1
omall Odiwan L | | 06 Final 10
ee Oidei Odesh | | 6 Kung Fu
uri Onikuman F | | 51 Near Futu
udo Gaeshi Ob | | re 32 Late
oro Maruyamik | | Edo 78 Kun
e Orsted | | g Fu 49 Mo
| | dern 37 Lat
| | e Edo 67 L
| | ate Edo 71
| | Medieval 87

Kirk | Character | SF | 39 Near F
Guardman For | | uture, | 23 Late E
eigner. | | do Period, | 69
Fire Flame Pi | | Western, | 18, 19 We
n, Flame Pin, | | stern, | 15
stubborn K | Item Sk | Primitive | 59 B
ey Rope, Ke | ill | akumatsu | 78
y Dungeon, Stealth C | Item Pla | Final | 102, 103
loak | ce Na | | 67, 78
| me Item | Final | 92,102
Kageichimonji | Enem | Late Edo Period
Castella Gas T | y Skill | 67 Late Edo Peri
rap Hard Ston | Item E | od 78 Late Edo
e Hard Kawak | nemy | Period 75 Primiti
achinko Case | Item Ite | ve 60 Primitive
Cut One-Way | m Item | 60 Primitive 122
Gatling Glove | Skill Ite | Medieval 87 Pri
Katou Gatling | m Ch | mitive 122 Scien
Gun Fire Ton | aracter | ce Fiction 39
Technique Ka | Skill Item | Western 19 Late
nesada Gabor | Skill | Edo Period 67
accho Toad S | Enemy S | Late Edo Period
nake Transfor | kill Ski | 78 Primitive 55
mation Divine | ll Ene | Late Edo Period
Protection | my Sk | 77 Medieval 87
| ill |

God's Blessing
Mechanical Gennei
Karakuri Maru
Garyu-Tensei Formation
Retainer
Leather Gauntlets
Leather Boots
Leather cord
Leather Armor
Rock Cannon

Character S
kill
Ene
my Items
Item It
em Ite
m Item
Ki

Medieval 87
Edo period 73
e Edo period 1
27 Kung Fu 48
Late Edo peri
od 69 Medieva
l 81 Medieval
87 Primitive 12
3 Medieval 80
Near Future 11
0

Spirit Boost
Gigigaga Loop
Ongoing Mind Slash Wave
Creak creak
Wooden Pillar
Wooden Stick
Kiba Kiba Club
Akiba Necklace
Righteous Excommunication Group Wan
Ver. 4 Righteous Excommunication Grou
p Member R Car
Captain Square
Type 93 Medium Tank
Cube
Enhancement Part
Kyoshiro Str
ong Feudal
Retainer Kyokushin
No. 1 Kyokushin No.
2 Giraffe's Shoes
King Mammoth Golden
Hair Ornament Golden
Death Shroud
Silver Sacred Garment

Sk
ill Item
Techni
que T
echniq
ue Enem
y Item It
em Item
Ene
my En
emy Ite
m Charac
ter En
emy Char
acter Ite
m En
emy
Enem
y Ene
my Ene
my It
em Ene
my Item
Item It
em

Modern 34
Primitive 123
Kung Fu 50
Primitive 55
Late Edo Period
75 Primitive 6
0 Primitive 122
Primitive 122
Kung Fu 51 Ku
ng Fu 51 Near
Future 33 Sci-Fi
114 Near Fut
ure 23 Sci-Fi 39
Near Future 3
3 Late Edo Perio
d 73 Late Edo
Period 69 Near
Future 22 Near
Future 22 Kung
Fu 54 Primitiv
e 121 Near Fu
ture 110 Mediev
al 134 Mediev
al 131

Beast Horn
Kick
Cerberus
Genji Kabuto,
Genji Kote,
Genji Tabi
Genji Armor, Prime
val Bison, Primev
al Bison (Female), G
enbu Key

Item Sk
ill
Ene
my Item
Item Item
Item En
emy Ene
my
It
em

Original 60
Kung Fu 50
Final 92 Ba
kumatsu 78
Bakumatsu
78 Bakuma
tsu 78 Baku
matsu 78 O
riginal 61 O
riginal 61 Fi
nal
103

Ko

This Guy's Amazing Hi
gh-Speed Analysis Stro
ng Kick Goe
mon
Cola Pin Ice D
evice Coal Tar
Bird of Parad
ise Tail Feathe
r Heart Dunge
on Gonga Cha
mbermaid's O
bi Cosmo-troll
er Kodal Rod
God Voice Bo
ne Method G
un

Item
Enem
y Item
Enem
y Item I
tem Pla
ce Na
me S
kill Item
Ene
my Ite
m Ski
ll Skil
l Item I
tem En
emy
Item Sk
ill En
emy
Characte
r En
emy
Enemy
Item

78, 127
Sci-Fi 46
Final
92
Late Edo Period 71,12
6 Primitive Era
121 Late Edo P
eriod 75 Weste
rn 15 Final 97
Final Prim
ve Bakum
su SF Medie
val Medie
al 87 Mode
rn 38 Bak
matsu 78 N
ear Future
110 Bakumat
su 71 Baku
matsu 78 K
ung Fu 48
Bakumatsu
71 Primitive
55 Final 9
2 Primitive
61 Medieva
l 79
104, 105
59
78
115
87

Kotetsu
Kotobuki Racker, Fiv
e Ninjas,
Koban
Tiger Roar Spirit Meth
od Komuso
Gori
Rolling Bug Ko
ro Wan S
uch Things

Sa

Saber-toothed Tiger Sa
ber-toothed Tiger Fem
ale Sarlit
Strongest Bandage P
sycho No. 1
Sidewinder Za
ki
Sand Jin Te
chnique Xa
vier Rusted
Key Samo
Hakka Mon
key Paw

Enem
y Ite
m Item
Enemy
Skill
Chara
cter Skill
Ene
my It
em Cha
racter Sk
ill Ski
ll Ite
m Ene
my C
haracter
Charact
er

Prehistory 61 Pr
ehistory 61 Midd
le Ages 81 The
End of the Worl
d Near Future 23
Wild West 19 P
rehistory 59 Late
Edo 67 The En
d of the World
92 The End of t
he World 102,10
3 Kung Fu 49
93

Sanctuary C
oral Ring San
shi
Sundown Kid Sa
ncho

Kung Fu 48 M
edieval 87 Ne
ar Future 110 Ku
ng Fu 51 We
stern 8 West
ern 17

Shi

General
Gem Parapet Ge
mma
Source of the gimmick
Jigen Daemon
Self-composed Silen
t Lion's Hand
System Recovery Shi
nobi Slash
Shinobi Tekko, Sh
inobi Torimochi,
Chipmunk L
eg, Sharcha
Sharp Straw

Ene
my character
Te
chnique It
em Item

Near Future 23
Sci-Fi Weste
n Late Edo Pe
riod 75 Final
92 Kung Fu 5
0 Kung Fu 47
Sci-Fi 46 Late
Edo Period
67 Late Edo P
eriod 78 Late
Edo Period 78
Kung Fu 47
Kung Fu 51
Medieval 88
116
16

German Suplex Ja
ggy Egg
Snake Fist
Jacket
Jackie Iaukea Judg
ment Shado
w Image Chan

Shampoo Hat Ju
mp Shot Beast
Body Shirt
Cross Slash Guardian 8
ody Grass
Shura's Inferno
Shura Buddha Statue
Shuriken Frenzy
Shoden
Mercha
nt Castle Gate K
ey Showa Kimono Cann
on Showa Hyokoko Cannon
Candlestick
Chomp Chomp Bullet
Silver Wind, Sil
ver Fang, Silve
r Freeze, White
Clover, Sing E
ater, Single Sh
ot, Shinzan Fis
t Master, Holy
Armor, Synthe
takes, Syntheta
kes

Item Ene
my

Item
Sk
ill Item
Sk
ill Item

Modern 36 F
inal 137 Kun
g Fu 48 We
stern 15 Mo
dern 37 Me
dieval 87 N
ear Future 20
Kung Fu 5
1 Near Future
33 Mediev
al 87 Near Fu
ture 110

Late Edo Period
67 Kung Fu 54 L
ate Edo Period 6
7 Late Edo Perio
d 75 Late Edo P
eriod 67 Near Futu
re 23 Late Edo P
eriod 69 Late Ed
o Period 78 Near F
uture 110 Near Fut
ure 110 Late Ed
o Period 75 Near
Future 31 Medie
val 87 Medieval
87

Enemy Skill

Techni
que Te
chnique It
em Ene
my Tec
hnique Cha
racter Ite
m Ene
my En
emy

Medieval 87
Kung Fu 54
Medieval 88
Western 19 K
ung Fu 47 M
edieval 80 Pri
mitive 61 Pri
mitive 61

Su

Scale of the Water God
Water God's Journey
Water Crow
Leg Water Ton Tec
hnique Sweat Su
esh
Supernova
Scope
Scotophobia S
uzaku Key
Stun Gun
Zdograding
Athlete Image
Stray Bow
Spiral Knee S
pinning Star Sp
in Drive Spin
dle
Space Charge

Item Ite
m Skill Skill I
tem Enemy
Skill I
tem Enemy I
tem I
tem Skil
l Skill C
harac
ter S
kill Skill
Skill
Skill
Skill

Late Edo
78, 124
period Late Edo per
iod 78 Kung Fu 48
End 67
Near future 33
Kung Fu 51
Sci-Fi
114
Western 15
Medieval 88
Final 103 Nea
r Future 110 P
rimitive 55 N
ear Future 20
Medieval 87
Modern 35
Sci-Fi 114 S
ci-Fi 46 Me
dieval 87 Sc
i-Fi
114

Se

Xi'an Broken Fist
Starfall Punch
Holy Water
Azure Dragon Key
Caesar
Stone Knife 17
Diode Self-Heal R
otary Fang Mount
ain Range Fist Z
ental Suit Capta
in Clo
ckwork

Techni
que T
echnique
Item Ite
m Charac
ter Item
Item Tec
hniqu
e Tec
hnique It
em Chara
cter Ite
m

Kung Fu 50
Kung Fu 48
Medieval 85
Final 103 We
stern 16 Pri
mitive 123 Fi
nal 98 Near
Future 20
Kung Fu 48,49,50
Near Future 110S
F 39 Late Ed
o Period 78

So

Soul Eater
Sword View

Final 92 M
edieval 87

MULTI INDEX

Solomon's Bone Sun
Tau King
Item Ene my
Medieval 85
Kung Fu 51

was

Darth Sergeant
Big Face
Great Rage Rock Chop
Daedalus
Dynamite T aiyaki
Taeko's Pantyhose
Taeko's Pantaloon T
aeko's Punch
Taeko's panties
Kogen Nikko
Tachyon Sword
Master Nunchaku Da
tton Brothers
TATTOO
Double Shot
Taro
Character Ene my
Item Skil l
Character
SF 39 Fi nal 92
Modern 11 3 Final 92
Items Western 15 ite ms Near Future 33 ite ms Near Future 33 ite ms Near Future 33 ite ms Near Future 33 ite ms Near Future 33 ch aracters Modern 34 tec hniques Sci-Fi 114
Final 95 We st 18 Near Future 110 W est 19 Near Future 24

Chi

Dungeon of Power
Dungeon Key
Dungeon of Knowledge
Blood Magic Armor
Tiny Mammoth
Chow Chow
Chariot Boots Ch an
Chukabe (中華鎧)
Chun Chang Pa i Topknot
Chinja Rosu
Item "Place Name
Item Ene my
Item Ite m Enem y I tem Ene my
Item Sk ill
Final 93 Lat e Edo Perio d 78 Final 9 8,99 Final 1 05 Primitive 61 Kung F u 54 Medie val 81 Kung Fu 51 Kun g Fu 54 Ku ng Fu 51
Late Edo period
78 Kung Fu 49

Tsu

Communication Unit
Passing stri ke thrustin g Munage Tsunayoshi Tsuntsun spear
Item techniqu e te chni que item ene my item
SF 45 Mo dern 35 Ku ng Fu 50 P rimitive 122 Final 92 P rimitive 122

Te

TX Jitterbug
Titan Blood
Defender T eTe
Dekapan
Tequila
Death Z Siz e Destrail
Death Prophet
Tekken
Iron Box
Hand Grenade
Demon's Cloud D uo de Chicote T errible Shout de L os
Electrode
Angel's Small Bottle
Pegasus Hind Leg
Tenmusu
Technique Enemy Item Technique Enemy Item Technique Enemy Item Item Item Enemy Technique Character Enemy Item Near Future 110 Technique ung Fu 48
Technique Enemy Technique Me Technique Enemy Item Item Item Technique Character Enemy Item Near Future 33 Technique Item Item Item

Fukei's Feather Unfa
iling Shot Pus
u Pusu Spear Buta
Grass
Acala's Talisman
Trample B
ryon Fryi
ng Pan B
rown Sugar Bra
chypelta Plas
ma Spark Plas
ma Charge Plas
ma Ball
Plus Link
Black Abyss
Frankensteiner
Freeze-In
Freeze Image Tinplat
e Great King
Tin Brooch
Buribari Bone
Ono Blue Gal
e Bruce Cole Bl
ue Komatsu N
o. 1 Frame Armor
Frame Image B
racelet Fur
efure
Brontotherium
Brontotheriu
m ♀ Buzz
Buzz Buzz Buzz Knif
e Buzz Bone

Item Sk
ill
Kung Fu 54
Kung Fu 47
Primitive 122
Item Item Skill Ite
m Item Skill Enemy Item
Skill Skill Skill Skill Skill
Enemy Skill Medieval 8
8 Near Future 20 Charac
ter Near Future 30,31
Item Near Future 110
Item Final 92 Skill M
edieval 87 Enemy Near Futur
e 22 Item Medieval 85
Skill Near Future 20 I
tem Near Future 110
Skill Primitive 87 Ene
my Primitive 56 Skill Pri
mitive 55 Ite
m Primitive 12
2 Item Primitive 122

Boing-Boing Gun
Horror Ship
Horror Valv
e Polydictys P
olkadot Q
Polkadot R
Polka Dot X
Polka Dot Z
Hollow Point Bul
let Poissy
Dungeon of Instinct

Item Ene
my
Enemy
敵
敵
敵
Near Future
110 Final 9
2 Final 92
Final 92
Sci-Fi
117
SF
117
SF
117
SF
117
We
19
st Final 9
2 Final 96 97

Ma

Marveler Sword Mer
maid Bottom Mind
Hack Demon Ki
ng
Mother Image
Mother COM
Mother Tale
Magical Wood
Majin Busuke
Master
Master Dragon,
Master Poster,
Matango Lig
ht, Max Bomber
, Max Morgan,
Mad Dog
Magic Pendant
Mary's Veil M
ulti Counter M
anganzenseki
Mandain
Mammoth
Mammoth 8

Item It
em
Medi
131
eval Fi
95
nal SF 46 M
edieval 89 Ne
ar Future 20
Sci-Fi 46
SF Fi
115
nal Act
101
Bakuma
73, 125
Item Ene
my
Character Ene
my
tsu Western 16 F
inal
92
Item It
em
Techniq
ue Ene
my Ene
my Item Ite
m Techniqu
e Tech
nique E
nemy E
nemy E
nemy
Western 108
Near Future 1
10 Modern 3
6 Modern 36
Western 8
Near Future 1
10 Late Edo
Period 78 W
estern 19 Ku
ng Fu 49 M
edieval 88 P
rimitive 66 P
rimitive 66

Yu

Hero's Shield
Unicorn Horn
Yuraux
Yun Zhou
Item Ite
m Enemy
Character
Medieval 81
Medieval 85
Final 138 Ku
ng Fu 50

Joshua's Fruit
Yoshiyuki
Hodogeira
Item Ite
m Enem
y
Medieval 79
Late Edo Period 78,129
Late Edo Period 73,77

ra

Rider Boots Ri
der Belt Ligh
t Rider Laoji
ao
Radio Control No. 1
Radio Control No.
2 La La
Lariat No. 1, La
riat No. 2, Lari
at No. 3, La Ro
ux
Item Ite
m Enemy
Item
Enemy E
nemy
Enemy
Enem
y Ene
my En
emy E
nemy
Near Future 33
Near Future 110
Medieval 88 Ku
ng Fu 54 Near
Future 22 Near
Future 22
Sci-Fi 116
Near Future, 22
Near Future, 22
Near Future, 22
Sci-Fi
116

Ri

Liquid Straw R
evolver Shootin
g Dragon and
Tiger Double B
reak Arm Drag
on Gauntlet Dr
agon Outfit Lin
Limber Cura
Item Item
Enemy E
ne
my
Medieval
88
Western 18
Kung Fu 47
Kung Fu 5
4 Kung Fu 5
4 Kung Fu
51 Final 92

Ru

Roo Roo
Ruby Tyrant
Primitive 57
Final
92

Re

Rei Kuugo
Razor Sonic R
achel Les
ser Dragon R
ed Cage
Red Coat
Red Bulle
t Gale Fist
Character S
kill
Character
Kung Fu 48
Medieval 87
Sci-Fi 39 Me
dieval 89 Me
dieval 87 Me
dieval 87 Me
dieval 87 Mo
dern 34

Ro

Old Fox Dance
Ronin
Low Kick
Robe
Sk
ill Item
Kung Fu 47 Lat
e Edo Period 69
Near Future 20
Western 15

Wa

World Dark
Technique Dungeon
Watanabe's Underwear
Final 92 F
inal
94, 95
Near Future 33

Nga
ngo
Primitive 55
Primitive 55

?
?????
Item
Final 90

Bare Knuckle
Paycha
Hebel No. 1 H
ex Flange Peki
ng Pot Pesipes
hi Muchi Head
Plucker Headi
ng Bird Heavy
Blow
Heaven Image
Helios Haunt B
ell
Hell Image
Perverted Pearl P
enpen Grass

Enemy
Enemy
techni
que item
item ene
my en
emy t
echniq
ue tec
hniqu
e enemy c
haract
er techni
que item
item h
o
Final
92
Kung Fu 51
Near Future 2
2 Medieval 8
7 Kung Fu 5
4 Primitive 1
22 Final 138
SF 115 Ne
ar Future 21
Near Future 2
0 Final 92 Pr
imitive 57 N
ear Future 20
Near Future
110 Kung Fu
54

M

Misawa grilled_Mix
anga water Bu
ddha statue Miya
moto Take
Mirror Drive
i item
item
Enemy Skill
Near future 33 Near
future 33 End of E
do period 75 End
of Edo period 77
Middle Ages 87

Mu

Moondown
Muhoumatsu
Muhoumatsu's Rocket
Murasame
Muramasa
Te
chnique C
haracter
Item It
em Item
Medieval 87 Ne
ar Future 21 Near
Future 110 Final 1
03 Late Edo Perio
d
78, 125

Me

Maser Cannon
Metal Hit
Memory Card
Mela Mela Club
Item S
ki
ll Item
Sci-Fi
46
Final 92 Fin
al 93 Near
Future 30
SF 43 Or
iginal 122

Moamoa♀Fier
ce Tiger Mon
o Stone Mom
o Man Moribe
Seiji Morgan
Robe
Ene
my
Ene
my Enemy
Item Item E
ne
my Item
Primitive 61
Primitive 61
Kung Fu 51 P
rimitive 121 K
ung Fu 54 M
odern 35 Me
dieval 87

Ya

Wild Armor Wil
d Dress Wil
d Bag Slave
Item Ite
m Item
Primal 122 Pr
imal 122 Pri
mal 122 Bak
umatsu 69 K
ung Fu 47

Holy Image H
oly Ghost | H
oly Blow
| Boring Ball W
arm
Hokushin Ittōryū
Bogo
Boko Bokop
oko Pokopoko Dru
m Hot Beetle Hone
赤
Meat
Flame Buddha Statue

Sheriff
Twice Cooked
Pork Voice Hea
rt Poison Jet P
oin Venus Dec
eased Fist Bo
mberd | Potio
n NO.9 Bola

Character S
kill
Enem
y Item
Item En
emy
Enem
y Item
Item Sk
ill Ski
ll Skil
l Ite
m Skill
Skill
Cha
racter S
kill It
em Ene
my I
tem Ite
m
West 16 Ku
ng Fu 49,134 Mecha Satake 98 Fina
l 92, 95 | Goddess Gauntlet
Near Future 11
0 Primitive 12
392
最終
Final 2 Near F
uture 110 Prim
itive 123 Near
Future 20 Nea
r Future 20 Ne
ar Future 20 N
ear Future 33
Primitive 57 L
ate Edo Perio
d 67 Primitive
55 Primitive
55 Primitive
122 Mediev
al 88 Primitiv
e 60 Primitiv
e 60 Late Ed
o Period 75

Supervision SQUARE ENIX CO., LTD.
Yusuke Hirata / Toshiyuki Inoue / Michio Okamiya / Noriko Watanabe

Planning & Editing NTT Publishing Co., Ltd.
Hirofumi Nakamura / Hideo Kamei / Kenji Tanaka / Michio Ikeda / Tamami Noguchi

Caramel Mama Co., Ltd.
Tsuneo Matsumoto / Hiroyuki Yamaguchi / Kazuya Hara / Shusuke Kajino

Design & Layout Jun Matsui (Plusplan)

Illustration
Osamu Ishiwata / Kazuhiko Shimamoto / Ryoji Minagawa / Yumi Tamura
Yoshihide Fujiwara / Yoshinori Kobayashi / Gosho Aoyama

Photograph
Katsutoshi Fujioka / Yuichi Furuno / Yuko Ishizuka (Caramel Mama) Hiroshi Shibaizumi (Handmade)

Live A Live

[Complete Strategy Guidebook]

Published by
Publisher

First edition, October 21, 1994
Kenichiro Utsunomiya
NTT Publishing Co., Ltd.
Shiba Daiichi Building, 5-3-2 Shiba, Minato-ku, Tokyo
TEL.03-5484-4060

Printed by
Tosho Printing Co., Ltd.

Typesetting and Paste-up: Tenryusha Co., Ltd.
Defective books will be replaced.
No part of this book may be reproduced or copied without permission, except as permitted by law, as it would infringe the rights of the author and publisher. Please apply to our company for permission in advance.
©1994 SQUARE CHARACTER/©1994 SQUARE, ©1994 SHOGAKUKAN
The fixed price is printed on the cover.
ISBN4-87188-331-0 C0276

We are unable to answer any questions regarding the content.

ISBN4-87188-331-0
C0276

SQUARESOFT

NTT Publishing